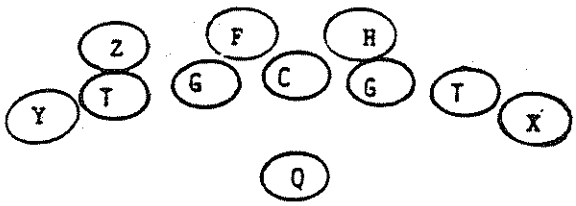
'90 Cin Bengals off

PLAYS/TERMS	CODE			
RUNNING GAME				
QB Sneak	Cleveland			
Dive 4/5	Hammer			
16-17	Cowboy	Colt	Cleever	
18-19	Pirate	Sailor	Popeye	
28-29	Raider			
34-35	Otto			
38-39	Viking			
46-47	Mustang			
Draw	Painter			
Option	Sooner			
Power	Booster			
Counter	Cork			
Guard Trap	Tom			
Tackle Trap	Tommy			
Fake Z Reverse	Zorro			
BLOCKING SCHEMES				
Boss	Bruce	Paul	Bush	
Grace (Strong)	Kelly			
Grace (Weak)	George			
Lead	Escort			
Check In	Chicken			
DIRECTION				
Right	Even	Denver	Trigger	Orange Dexter
Left	Odd	Dallas	Bullet	Black Manly
PERSONNEL				
HB	Hum			
FB	Fly			
Z	Zebra			
X	Exit			
Y	Yogi			

PLAY	AUDIBLE			
70-71 FB Wide	70-71			
Short 74-75 Dancer	Short 74-75			
376-377 Twin Dragon	376-377			
Short 76-77 HB Flat (Strong)	Short 76-77			
78-79 X Hook	78-79			
Short 80-81 HB Flat (Weak)	Short 80-81			
Short 82-83 Zulu	Short 82-83			
284-285 Stroke	284-285			
384-385 Quick Okie	384-385			
Short 84-85 Okie	Short 84-85			
Short 88-89 Dancer	Short 88-89			
Hound 2-3 Dancer	Hound 2-3			
Hare 2-3 Okie	Hare 2-3			
Fox 2-3 Flanker Short Post	Fox 2-3			

THE HUDDLE-FORMATION-CADENCE-PROCEDURE

THE HUDDLE



L.O.S.

A. FORMING AND BREAKING THE HUDDLE

1. Center always sets up huddle four yards from ball.

2. Linemen line up with hands on knees in position to see and hear the quarterback.

3. Second row line up with hands on hips in position to see and hear the quarterback.

4. QUARTERBACK has COMPLETE control of huddle.

5. You will receive the following information in the huddle:
   a) formation
   b) play
   c) blocking
   d) pass pattern
   e) snap count
   f) Alert --- Set Alert

6. When you do not hear what is said, call CHECK

7. "READY, BREAK" is the signal to leave the huddle -- clap hands on Break -- linemen go directly to L.O.S. quickly.

8. The alignment and the break of the huddle reflects the attitude of each man and the team.

B. <u>FORMATION PROCEDURE</u>

1. The team will always come out of the huddle in a predetermined formation, offenisve line in a two point stance (elbows on thighs, TB - hands on thighs). Everyone else in a ready position, unless the quarterback designates otherwise.

   a) Anytime play is called on "SET," linemen will come from huddle directly to a two point stance (elbows on thighs) and run play from this position, with backs set in formation called.

   b) If play is called on one, two or three, linemen shift to three point stance on SET.

   c) If quarterback has prefixed formation call with "<u>DOWN</u>" we will set up directly from huddle in formation called, with linemen in a three point stance.

   d) If quarterback has prefixed formationcall with "<u>UP</u>", we will set up quickly from huddle in formation called, with linemen in a two point stance.

C. <u>CADENCE PROCEDURE</u>

1. If the quarterback calls a play on one, two or three, his procedure at the L.O.S. will be as follows:

   Front --- Set --- Hut, Hut --- Hut

   NOTE: There will be a slight pause between the second and third Hut.

2. If the quarterback adds the phrase "alert for dummy" on three, his procedure at the L.O.S. will be as follows:

   (4 - 78) (4 - 78) 34 -- Set -- Hut, Hut -- Hut

D. <u>POSSIBLE STARTING SOUNDS</u>

1. Sound = Sonar
2. Set = 700
3. One = 100
4. Two = 200
5. Three = 300

E. AUDIBLE SYSTEM

Audibles will be initiated by the QB at the L.O.S. through the use of repeating the snap count, followed by the numbers of the new play. All audibles will start with and ball will be snapped on original snap count.

Example: QB in huddle - "Pro Rt. 16 Mike on 2"
QB L.O.S. - "2-78 2-78, 34, Set, Hut, Hut."

Note: If a play has been called and the QB wishes to audible after starting cadence, QB will use the words "Check It" "Check It" followed by the normal audible sequence.

Example: QB in huddle - "Pro Rt. 16 Mike on 2"
QB at L.O.S. - "34 Set" "Check It" "Check It" 2-78 2-78, 34, Set, Hut, Hut.

Note: Don't confuse "Check It" with a change of pass pro call by QB.

F. CHECK WITH ME

Audibles may be initiated in the huddle when the QB substitutes "Check With Me" for a play call.

Examples of alternate "Check With Me" calls:

1. QB in huddle - "Pro Rt. Check With Me on 2"
   QB at L.O.S. - "28 Grace 28 Grace 200, 200 (Hum Raider Even Kelly) 34, Set, Hut, Hut"
2. QB in huddle - "Split Rt. 14-15 Trap Color Check with me on on (Orange = Rt./Black = Lt.)
   QB at L.O.S. - "Orange, Orange" (14 Trap) 100, 100 34, Set, Hut
3. QB in huddle - "Split Rt. 14-15 Trap Odd, Even Check with me on Set" (Odd = Left/Even = Right)

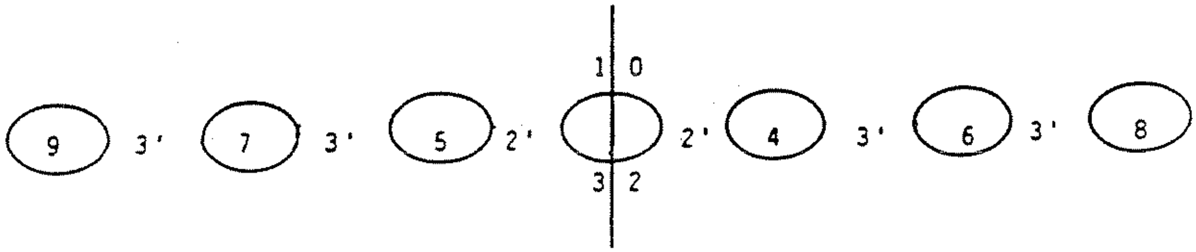
   QB at L.O.S. - "Odd, Odd (15 Trap) 700, 700 34, Set"
4. QB in huddle - "Split Rt. 14-15 Trap Dallas, Denver Check with me on 3"
   QB at L.O.S. - "Denver Denver (14 Trap) 300, 300 34, Set, Hut, Hut, Hut"
5. QB in huddle - "Pro Rt. 16 Mike, 78 X Hook Check with me on one
   QB at L.O.S. - "78, 78 100, 100 34, Set, Hut.
6. QB in huddle - "Firm, this is a firm call, Str. Rt. 18 Boss on One.

   QB at L.O.S. - "Cowboy Dallas Easy, Cowboy Dallas Easy, - 100" Play run is 18 Boss since "Firm" called in huddle makes everything called at line dummy.

HOLE NUMBERING AND LINE SPACING

Each lineman is given a number with the linemen on the right side of center having even numbers and the linemen on the left side of center having odd numbers. The center is assigned two sets of numbers (0-1)-(2-3) so that we may run two sets of plays over this position. The spacing of linemen will vary with the design of the play.

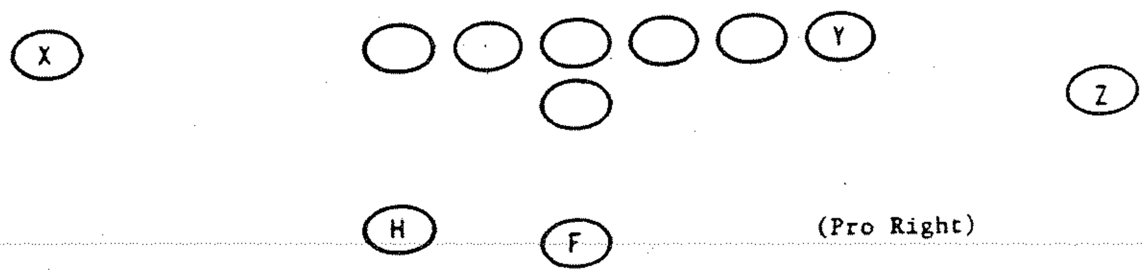
The following is an example of normal line spacing:



The position of the tight end (Y) determines the strength of the formation. This position is determined by the descriptive word right - left. The side opposite Y is the weak-side. The outside end on the strong-side is called the flanker (Z). The outside end on the weak-side is called the split end (X). Unless otherwise indicated, Y is on the L.O.S. to right or left call, so the flanker must be one yard off the L.O.S. to the right or left call. Alignment for wide receivers X and Z will be dictated by play assignments. Receivers, including Y, should vary their splits when away from POA. During full cadence, receivers may adjust their splits after first audible number.

BASIC FORMATION RULES

Y: Line up to side of right or left call.
Z: Line up to side of right or left call.
X: Line up opposite of right or left call.
FB: Line up behind center.
HB: Line up opposite of right or left call.



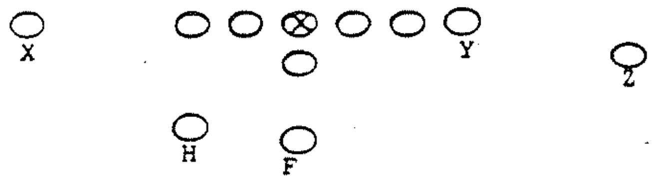
(Pro Right)

BASIC PERSONNEL SUBSTITUTIONS

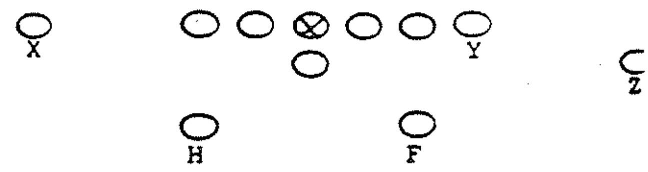
ZEBRA	WR replaces HB	One fist up
BEAR -	WR replaces RB	Two fists up
EAGLE	WR replaces TE	Three fingers
TIGER	TE replaces the HB	Claw-up
PANTHER	TE replaces the FB	Two claws up
U	TE replaces X	Two fingers U
Y	TE's replace both WR's	One V signal
W	TE replaces Z	W sign
JET	RB replaces FB	Arms extended back
CADILLAC	FB replaces HB	Driving motion
ZEBRA/EAGLE	WR's in for TE and HB	Fist/Three
SPREAD	WR in for TE & FB	4 Fingers
WE-BE'S	Cadillac + W + O Line replaces X & Y	Popeye arms

FORMATIONS

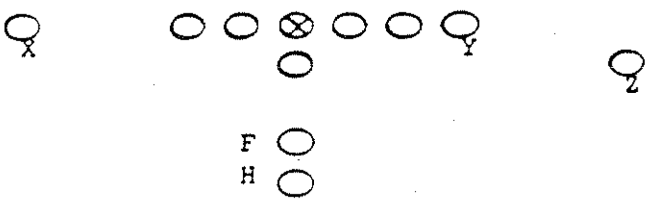
BASIC BACKFIELD ALIGNMENT



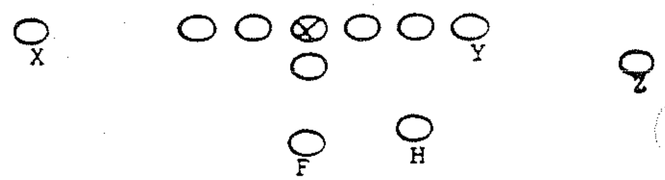
PRO RIGHT



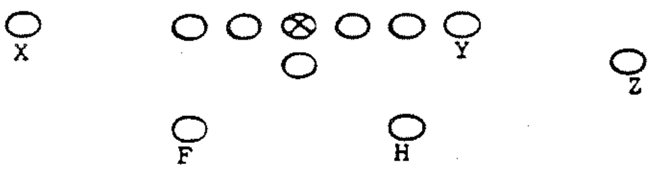
SPLIT RIGHT



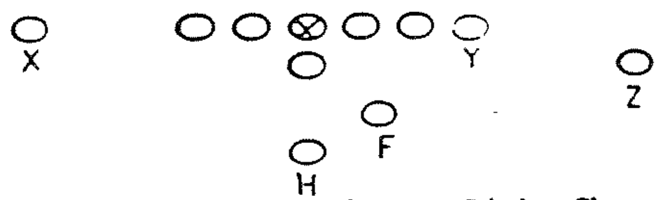
I RIGHT



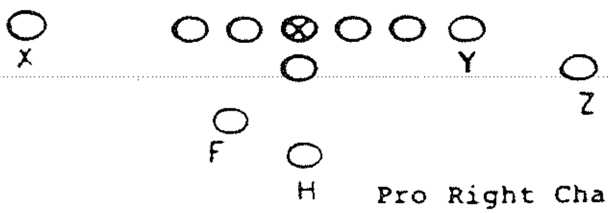
STRONG RIGHT



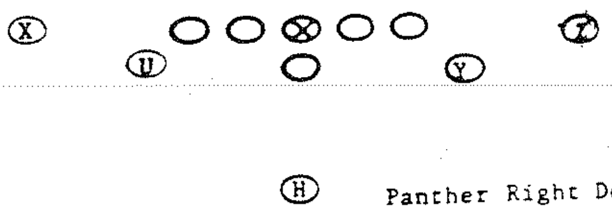
CHANGE RIGHT



Strong Right Chang



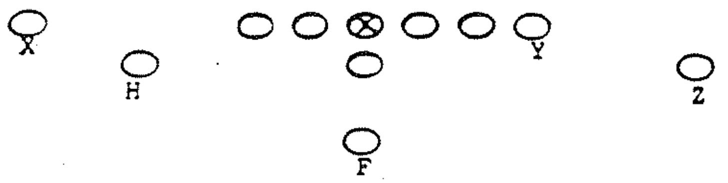
Pro Right Change



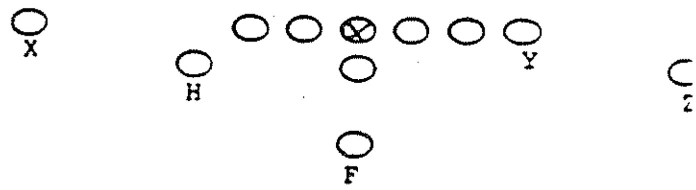
Panther Right Deep

FORMATIONS

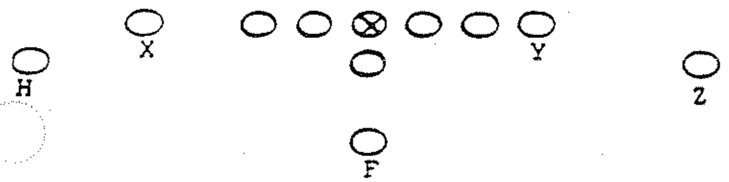
DOUBLE WING FORMATIONS



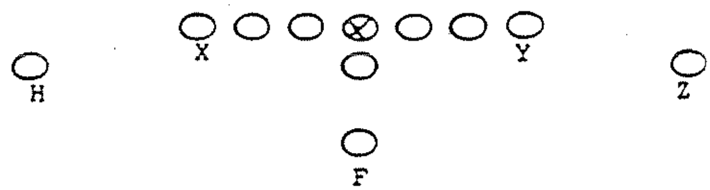
DOUBLE WING RIGHT



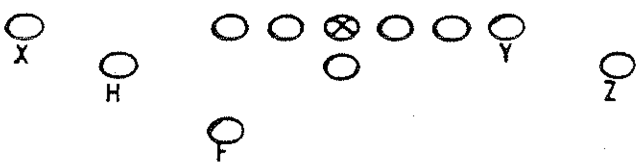
DOUBLE RIGHT



FAR DOUBLE WING RIGHT

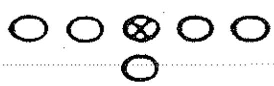


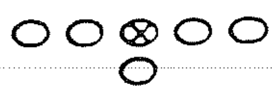
FAR DBL. WING RIGHT TITE (SOLO RIGHT)



DOUBLE WING RIGHT NEAR

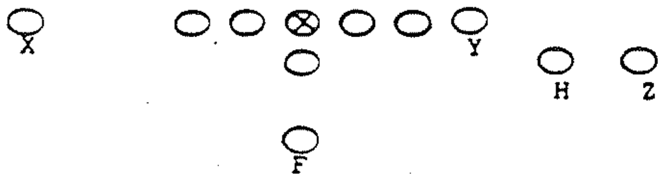




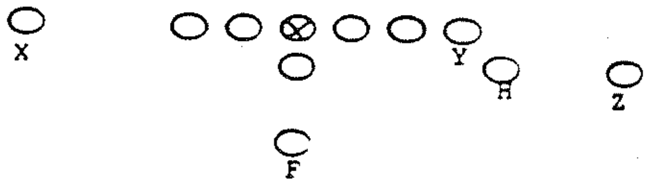


<u>FORMATIONS</u>

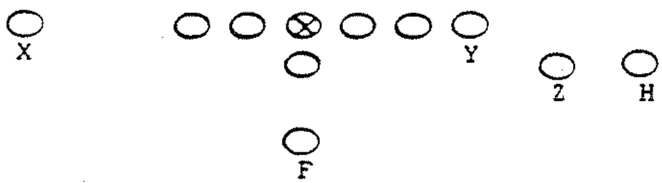
TRIPS



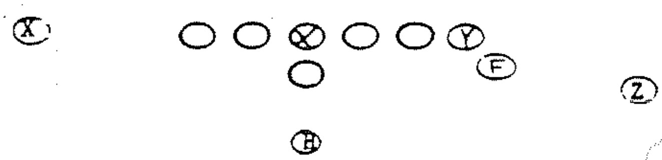
TRIPLE RIGHT



TRIPS RIGHT



TRIPLE RIGHT OUTSIDE



FB TRIPS RIGHT



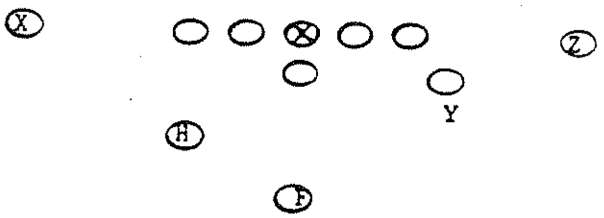




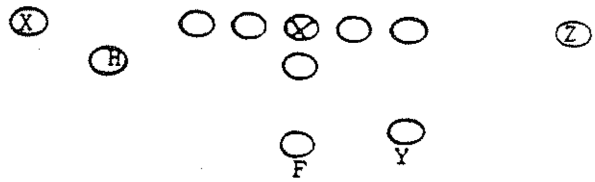


FORMATIONS

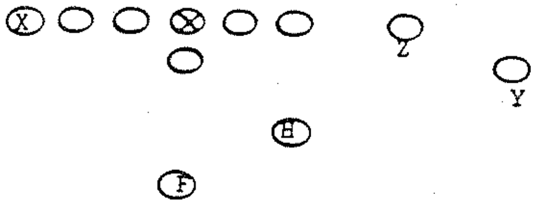
Y POSITIONS



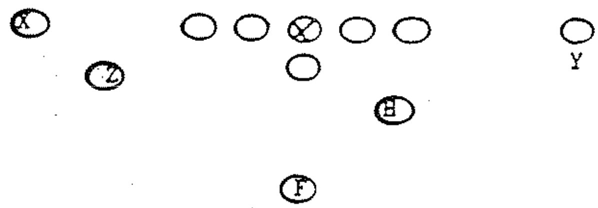
Pro Right Y DEEP



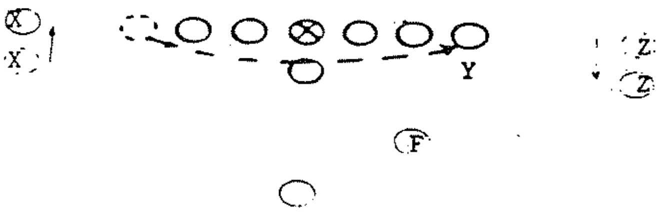
DOUBLE WING RIGHT Y BACK



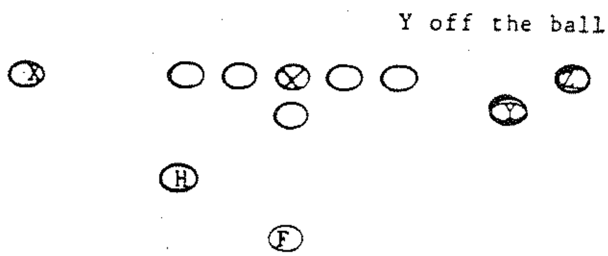
STRONG RIGHT TITE Y OUTSIDE



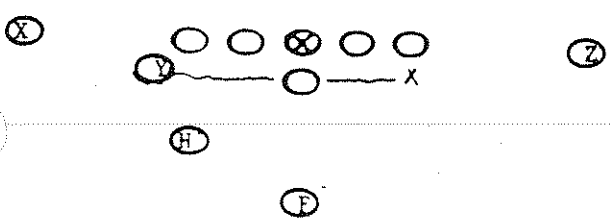
STRONG RIGHT FLIP OPEN



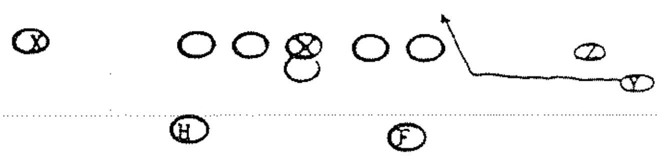
Y SHIFT TO STRONG RIGHT CHANGE



PRO RIGHT Y OPEN



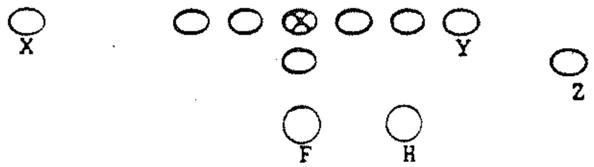
PRO RIGHT Y RIGHT Y MOTION (RIGHT)



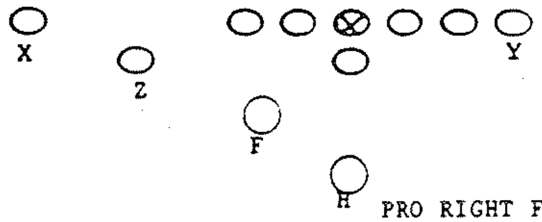
SPLIT RIGHT Y SHORT

FORMATIONS

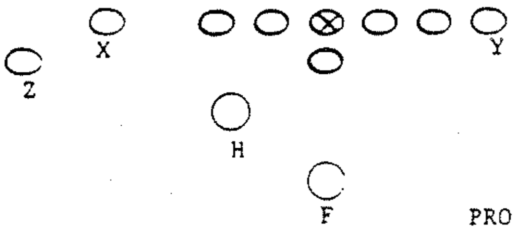
WIDE RECEIVER POSITIONS



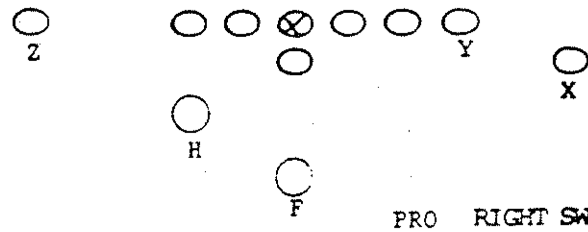
STRONG RIGHT



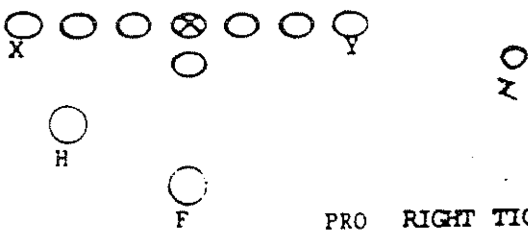
PRO RIGHT FLIP CHANGE



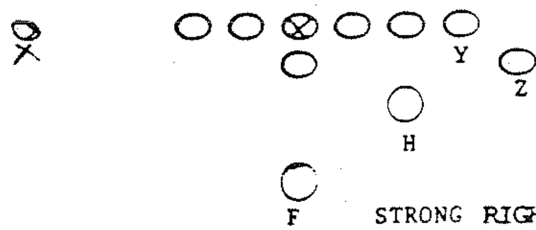
PRO RIGHT FLOP



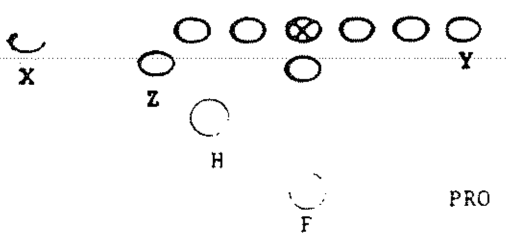
PRO RIGHT SWITCH



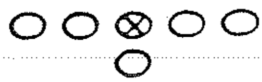
PRO RIGHT TIGHT



STRONG RIGHT CLOSE

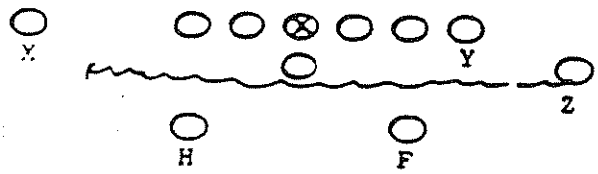


PRO RIGHT ZIP

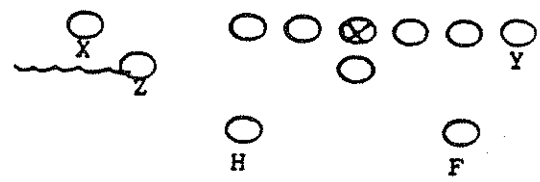


MOTION

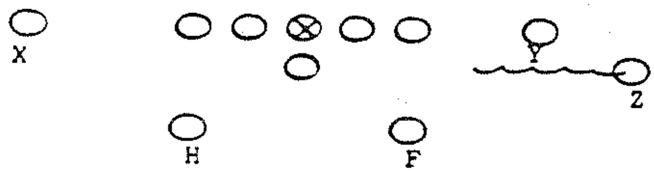
Z MOTION



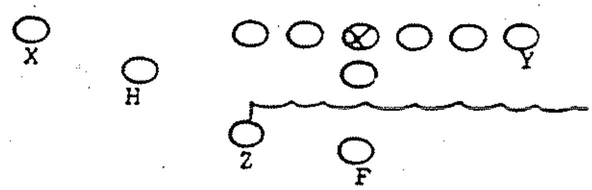
Split Right Z Left



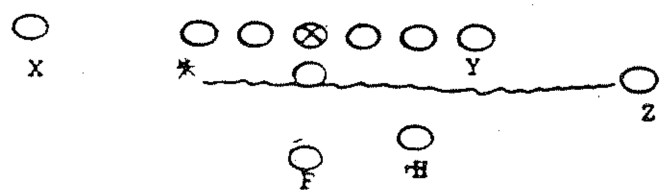
Split Right Flip Z Away



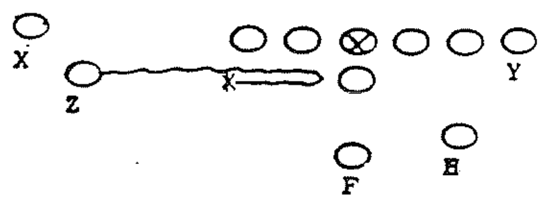
Split Right Open Z Short



Double Wing Right Zoom Right

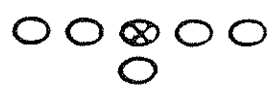


Strong Right Zipper



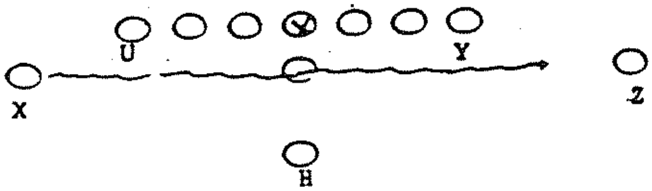
Strong Right Flip Zipper



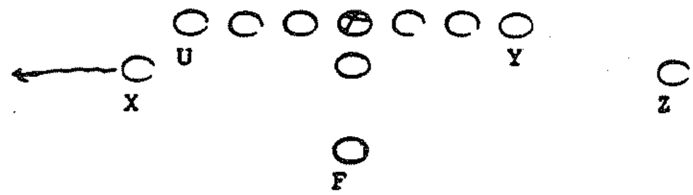


MOTION

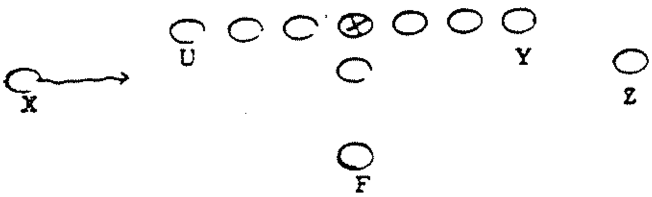
X MOTION



Panther Rt. X Right



Tiger Right X Away



Tiger Right X Short





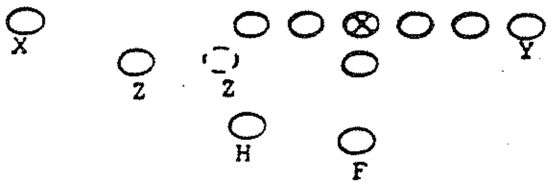




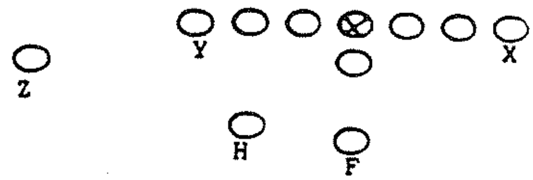


FORMATIONS

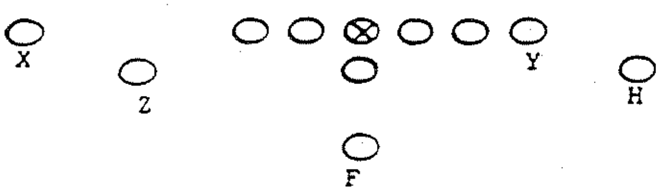
EXAMPLES



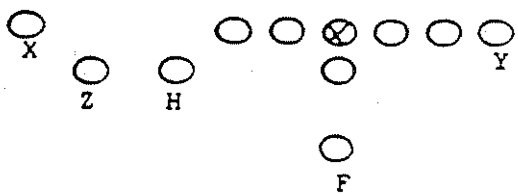
PRO RIGHT FLIP/ZIP



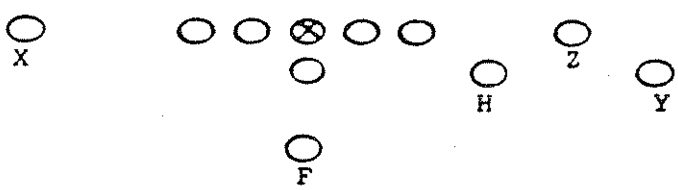
STRONG LEFT TIGHT



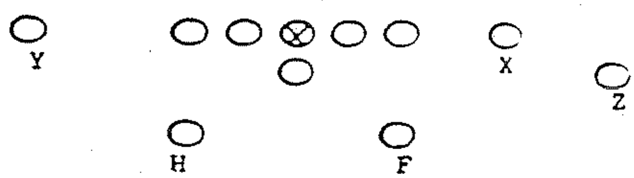
TRIPLE RIGHT FLIP



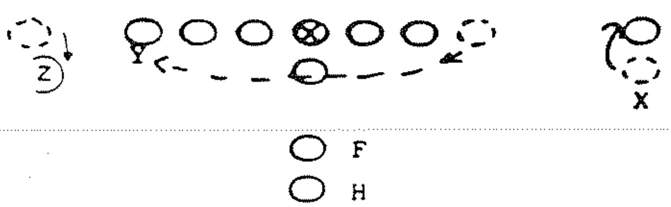
DOUBLE RIGHT FLIP



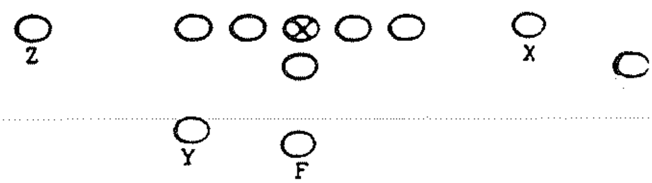
TRIPLE RIGHT Y OUTSIDE



CHANGE LEFT FLOP OPEN



Y SHIFT TO I LEFT

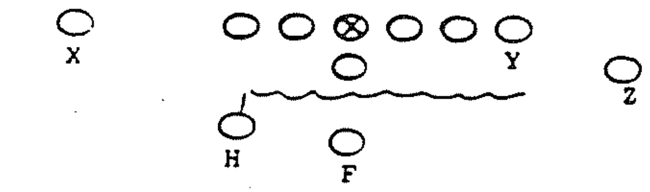


FAR DOUBLE WING LEFT Y BACK

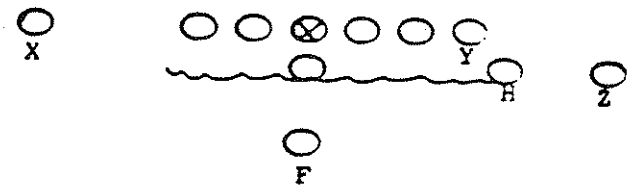
MOTION

BALL WILL BE SNAPPED ON VARIOUS COUNTS

H.B. MOTION

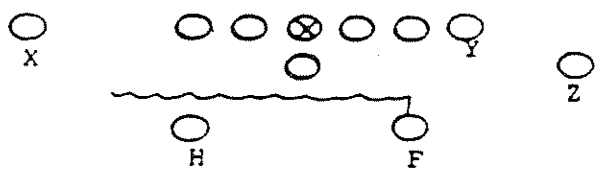


Pro Right Hum Right

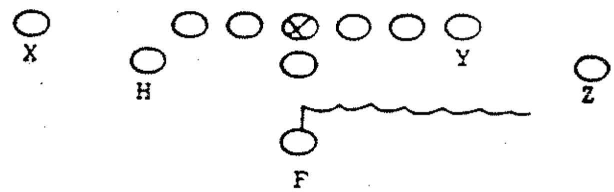


Trips Right Hum LT.

F.B. MOTION

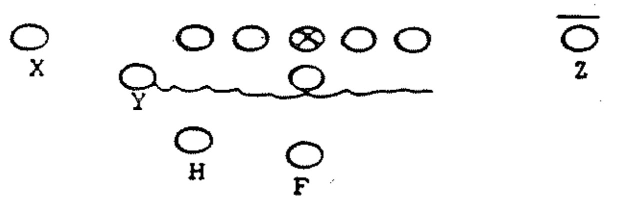


Split Right Fly Left

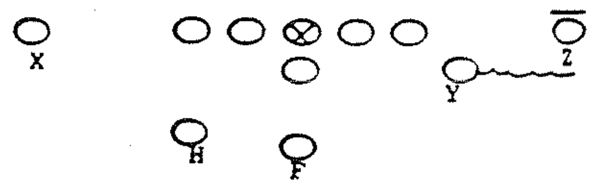


Double Right Fly Right

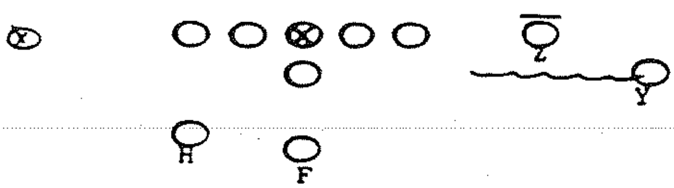
Y MOTION



Pro Right Y Right



Pro Right Y Away



Pro Right Y Short



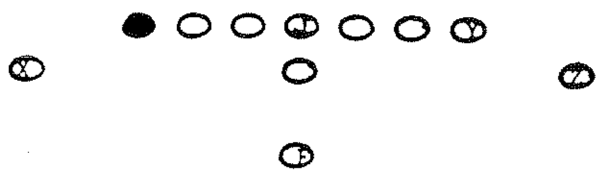
USE OF 2ND T.E. IN FORMATIONS

1. Tiger/Panther - T.E. replaces back - Assumes H.B. assignments
2. W - T.E. replaces Z - Assumes Z assignments
3. U - T.E. replaces X - Assumes X assignments

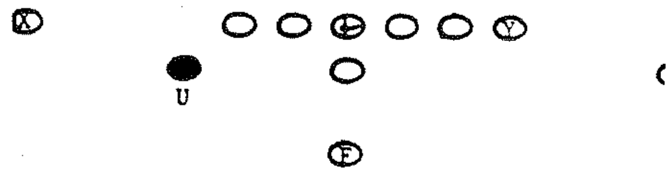
NOTE: When placed in motion, use players' name: Eric Rt., Riggs Lt.

EXAMPLES OF TIGER/PANTHER (T.E. REPLACES BACK)

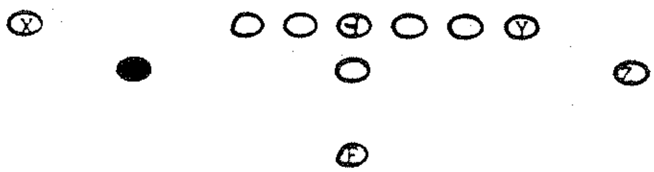
TIGER RT.



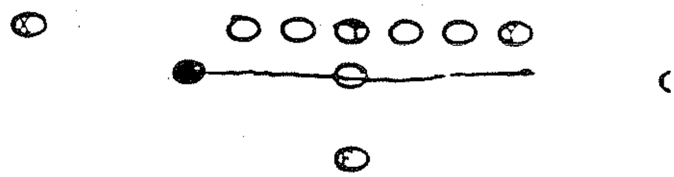
DOUBLE RIGHT



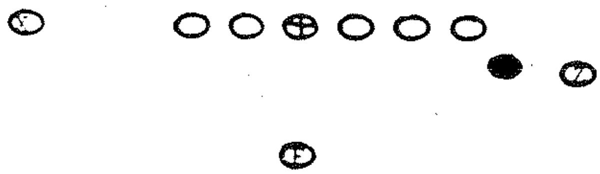
D.W. RT.



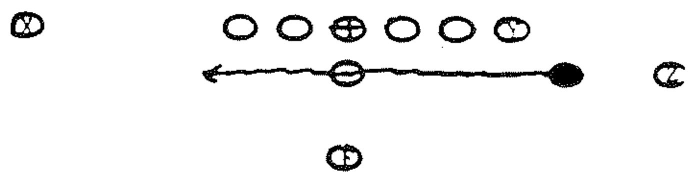
DOUBLE RT. ERIC RT.



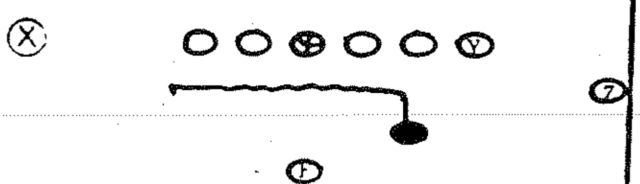
TRIPS RT.



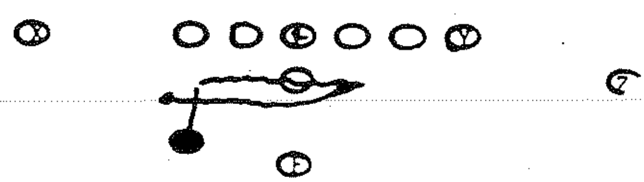
TRIPS RT. RIGGS LT.



STRONG RT. RIGGS LEFT

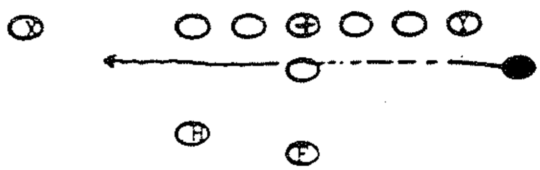


PRO RT. ERIC ORBIT

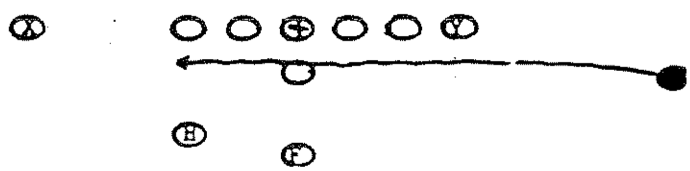


EXAMPLES OF W (T.E. REPLACES Z)

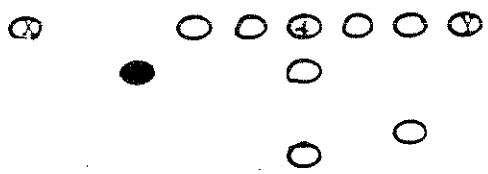
PRO RT. CLOSE ERIC LT.



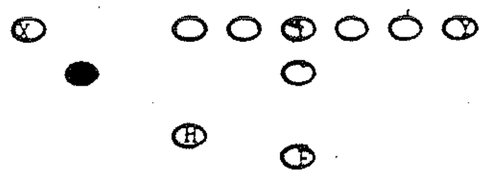
PRO RT. ZIPPER
Note: Players Name Not Used



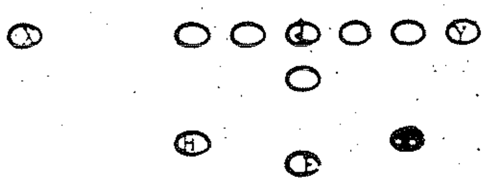
STRONG RT. ZIP



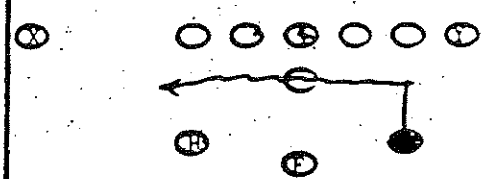
PRO RT. FLIP



PRO RT. Z BACK

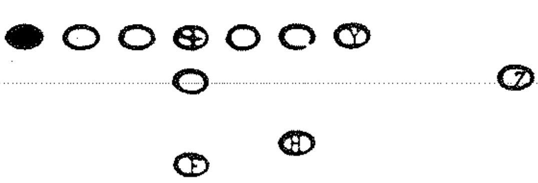


PRO RT. ZOOM LT.
Note: Players Name Not Used

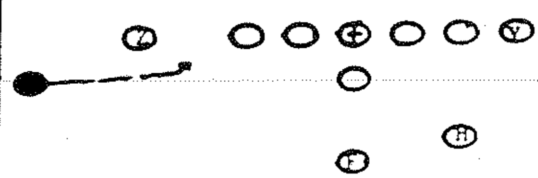


EXAMPLES OF U (T.E. REPLACES X)

STRONG RT. TIGHT



STRONG RT. FLIP RIGGS SHORT
Note: X Must Be Off Ball



DEFENSIVE FRONT DESCRIPTION

The QB will call out the defensive front at the L.O.S. We will see 3 man and 4 man lines. The base 3 man line front is the 34 defense (3 down linemen and 4 linebackers). A weak adjustment by the defensive end and the Peg LB is a 5 adjustment making the defense a 35. A strong adjustment is a 7, thus making it a 37 defense. We call the combination of a 5 and 7 adjustment a 9, making it a 39 defense (double eagle). When the nose offsets at least to the strong gap and the weak end kicks down inside, this is a 38 adjustment (full line overshift). When the line overshifts weak it is a 36 call.

Pittsburgh will offset the nose and walk up the opposite inside LB. We call this a 34 O (offset strong) or 34 Q (offset weak).

The base 4 man line defense is the 4-3 (4 down linemen and 3 LB's). The 5, 7 and 9 adjustments by the linebackers are similar to the 3 man line calls. When the tackle over the weak guard moves over the center this is a 53 call (of the 4 down men, 3 are from the center strong with 3 LB's). When the strong tackle moves over the center this is a 23 call.

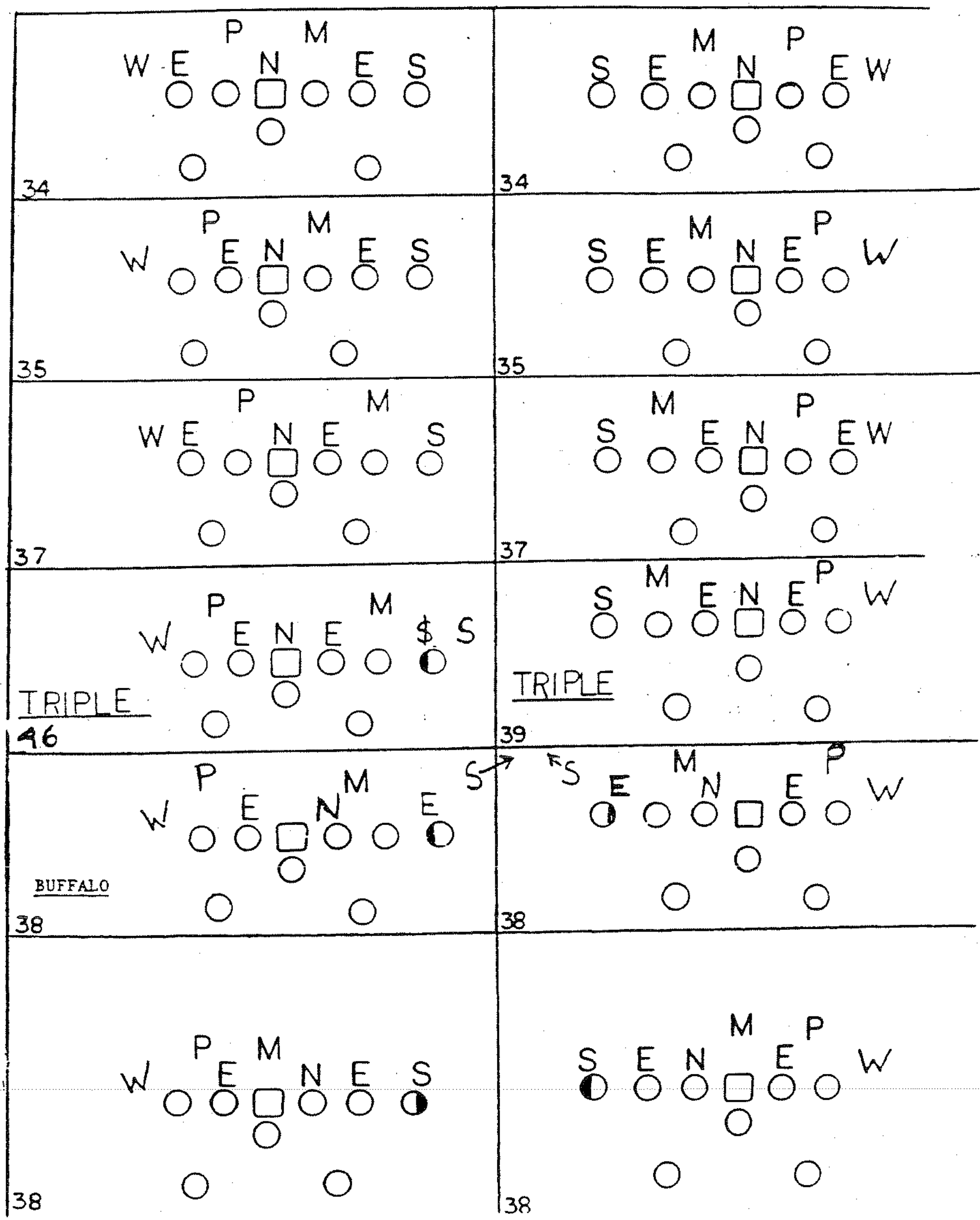
Within the 53 and 23 defenses you can have a 5, 7 or 9 adjustment. Ex., 57, 25 or 59.

Pittsburgh will also overshift the strong tackle over the center making a 23 look but offset him, making a 23 offset.

The defensive adjustment of three big men covering the center and guards we refer to as a triple. This adjustment along with two defenders over the TE and another defender in the weak bump area (8 Man Front) is called a 46 (Bear) defense.

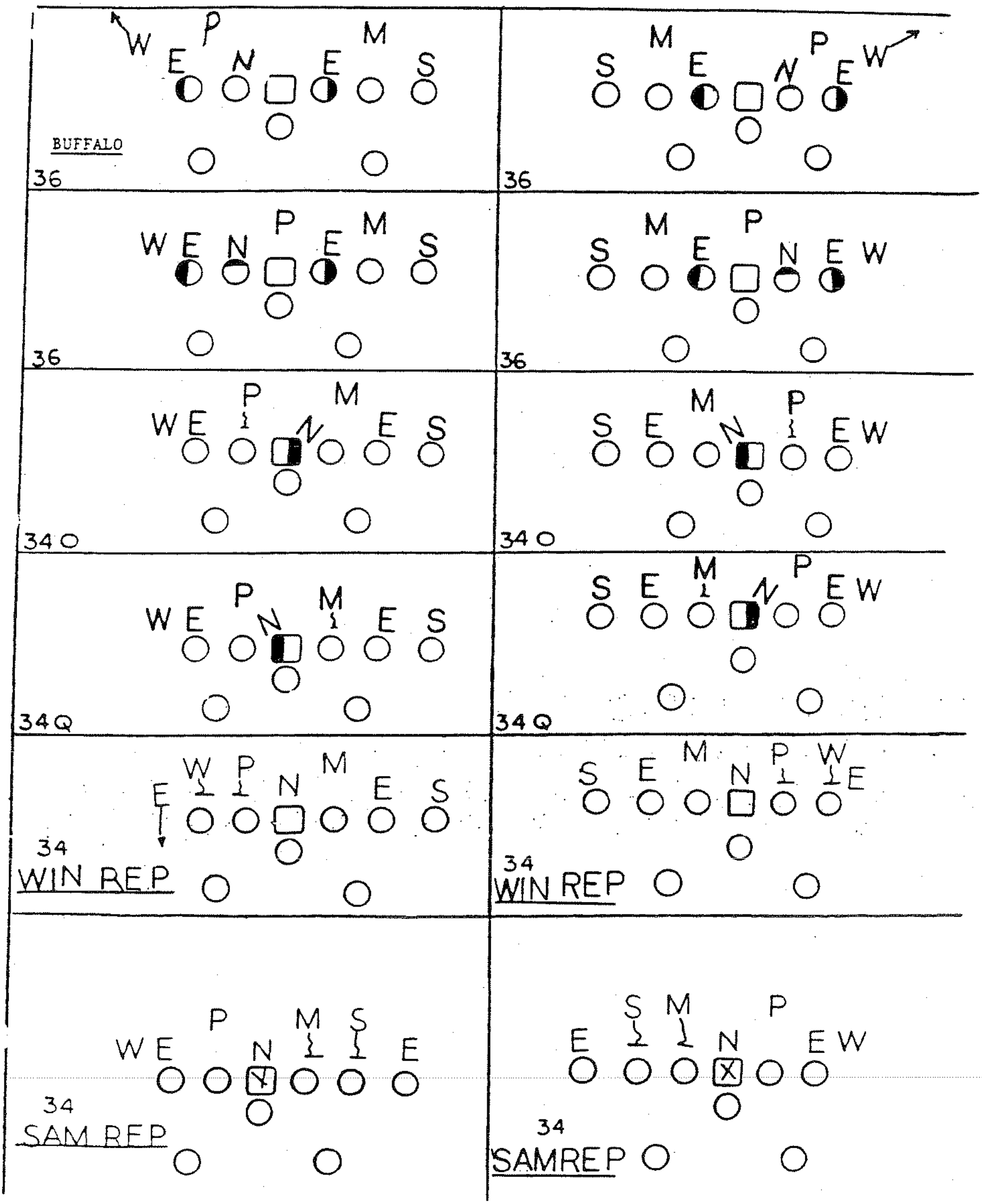
When labeling nickel or dime defenses we use the same calls, except there is one or more fewer LB's so we must subtract one or more LB's depending on how many are in the game. Ex., when the defense is a 4-3 spacing with only 2 LB's it would be a 42 call. When in a 23 spacing with only 1 LB it would be a 21 call, etc.

3 MAN FRONTS

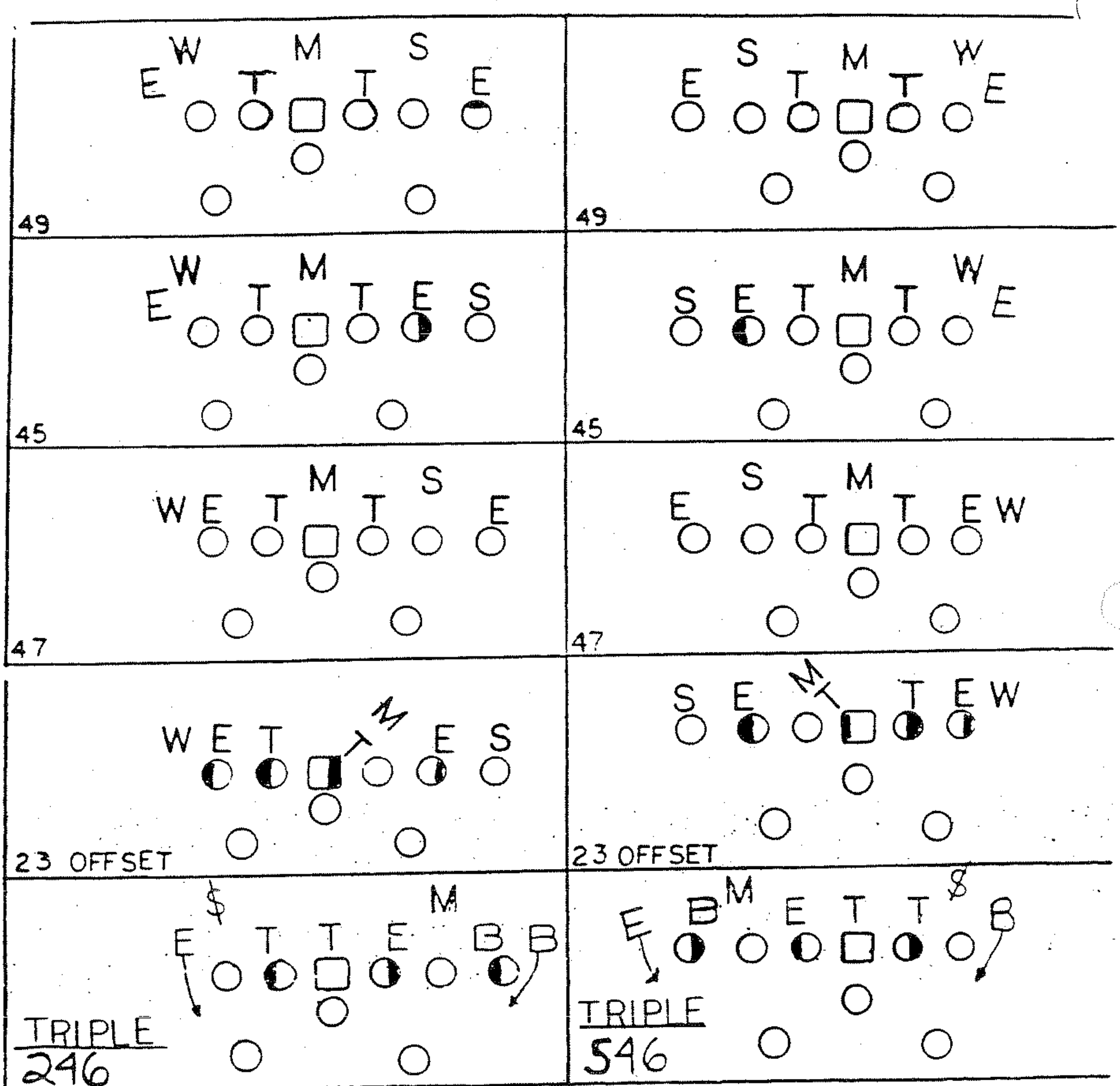


P M
W E N E S
34
M P
S E N E W
34
P M
W E N E S
35
M P
S E N E W
35
P M
W E N E S
37
M P
S E N E W
37
P M
W E N E $ S
TRIPLE
46
M P
S E N E W
TRIPLE
39
P M
W E N E S
BUFFALO
38
S
M P
E N E W
38
P M
W E N E S
38
M P
S E N E W
38

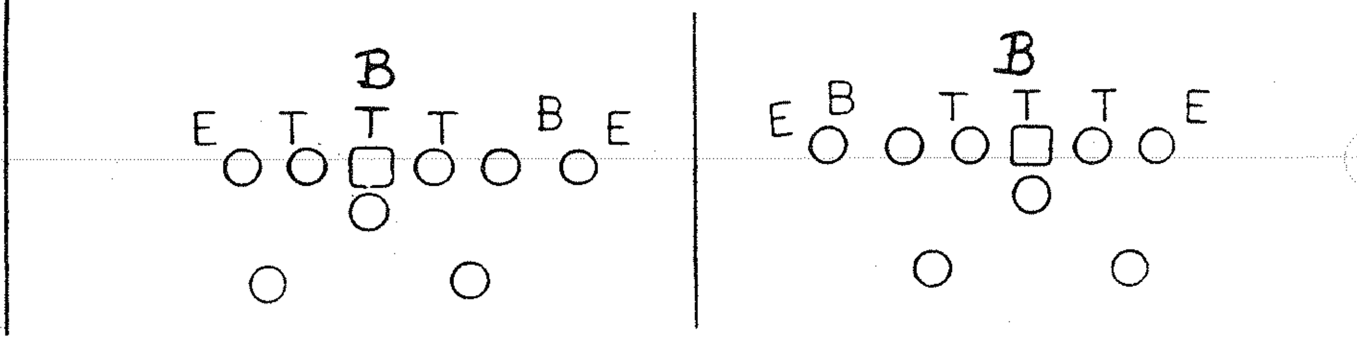
3 MAN FRONTS


BUFFALO
36
36
36
36
34 O
34 O
34 Q
34 Q
34
WIN REP
34
WIN REP
34
SAM REP
34
SAMREP

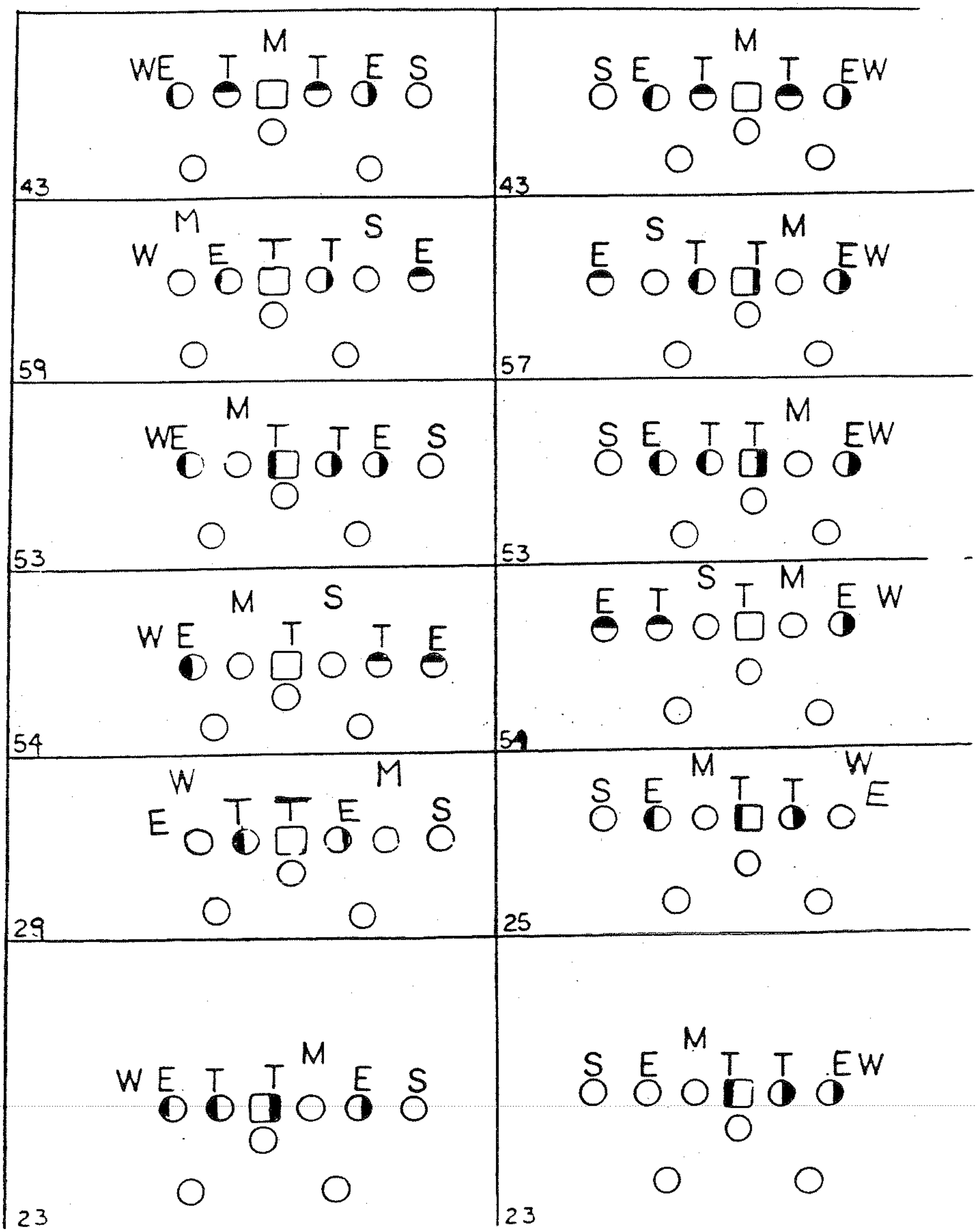
4 MAN FRONTS



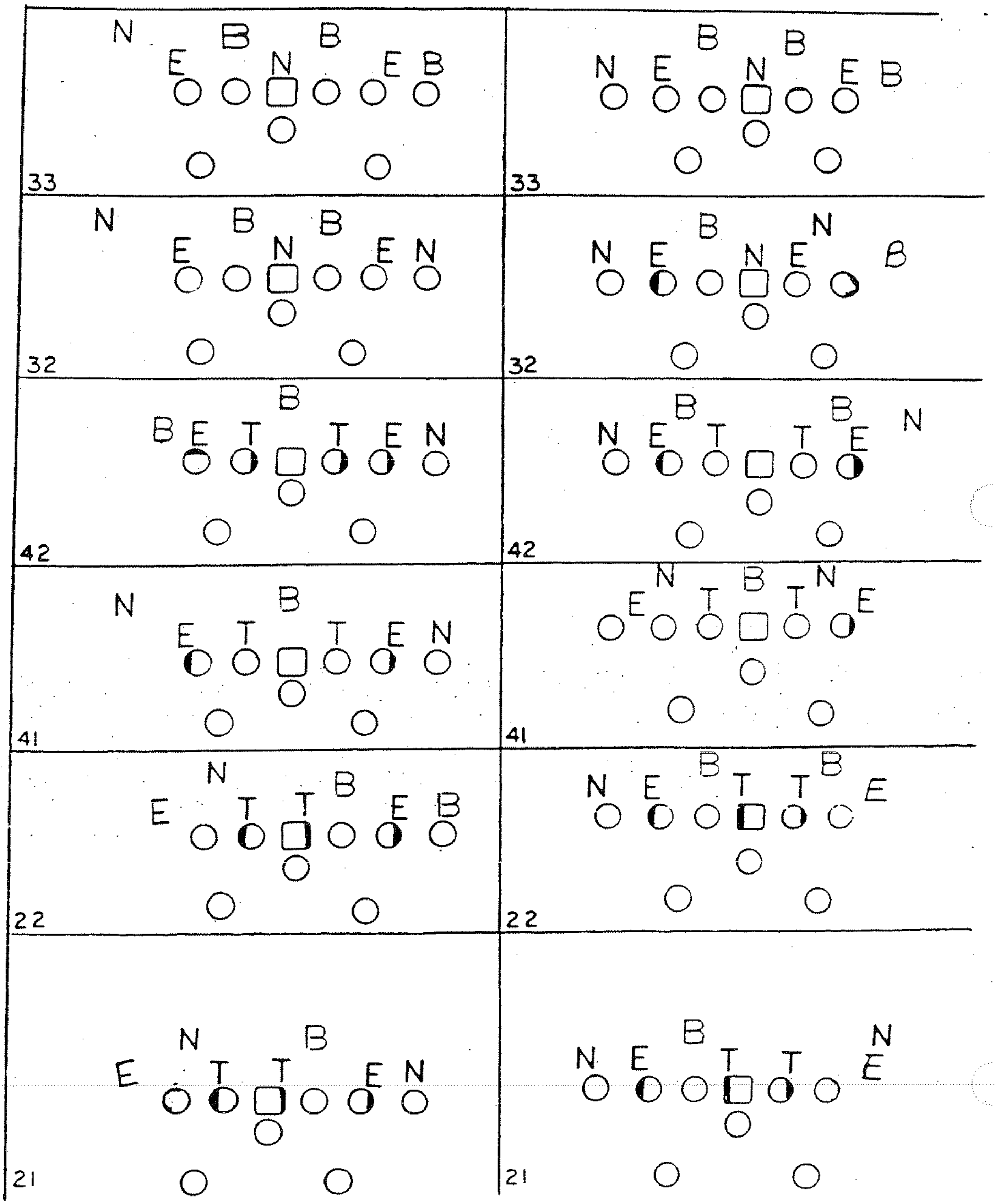
5 MAN FRONTS- PINTO



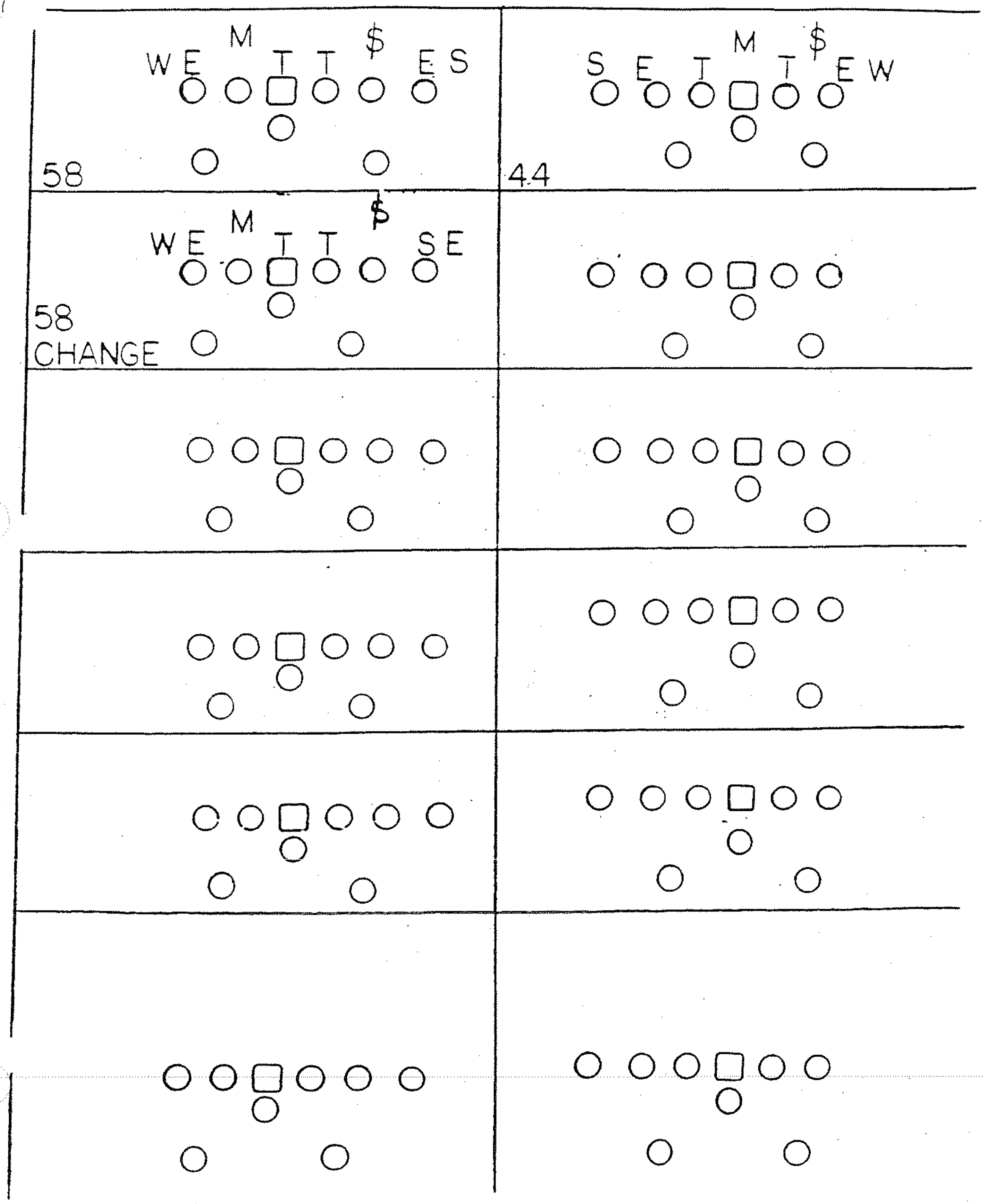
4 MAN FRONTS



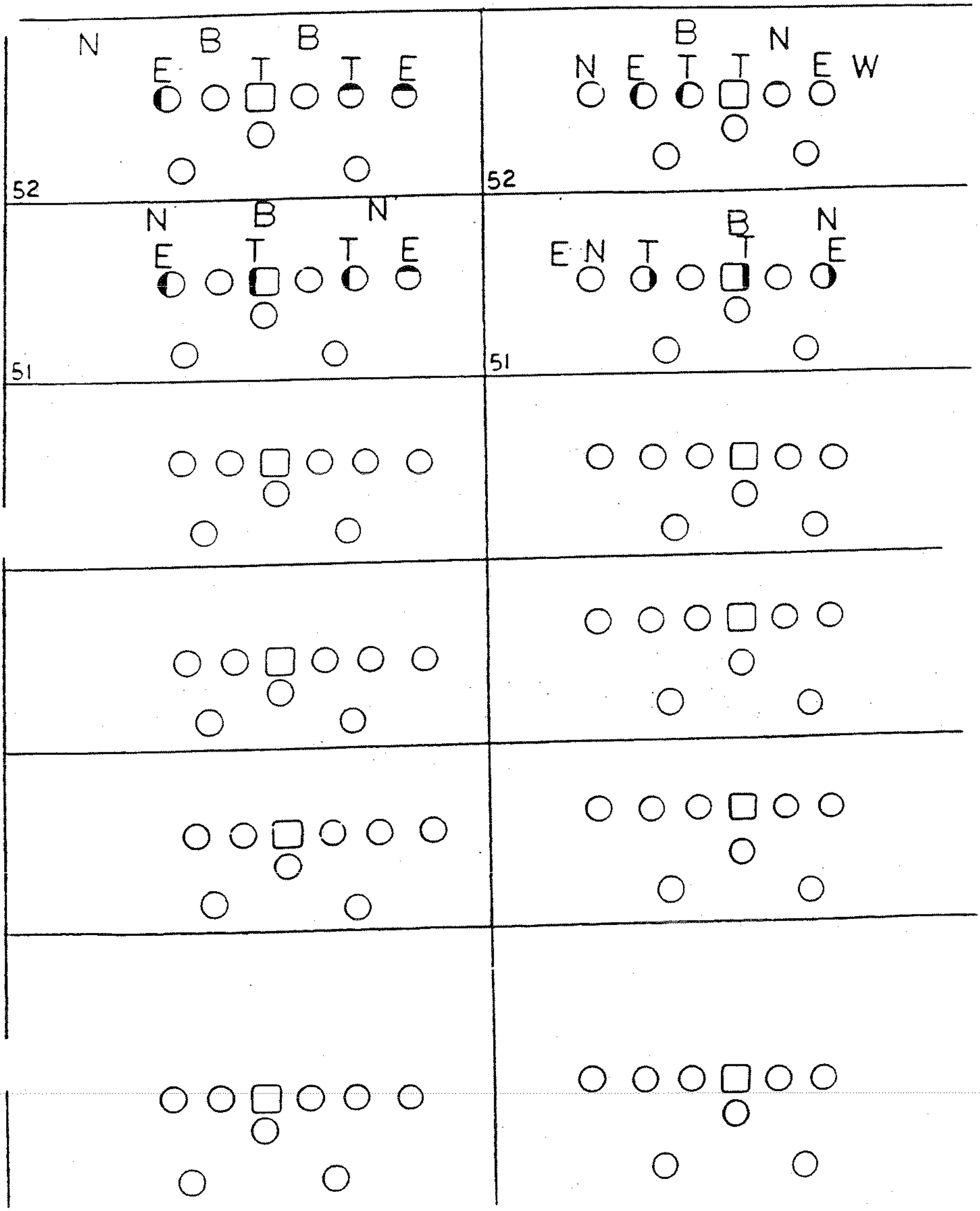
NICKEL FRONTS



4 MAN FRONTS



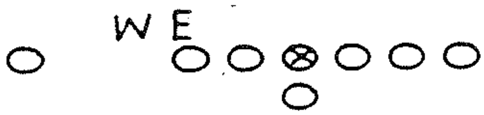
NICKEL FRONTS



BASIC LINEBACKER POSITIONS

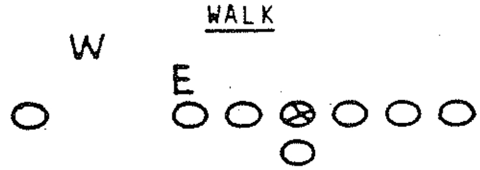
WIN LINEBACKER POSITIONS

NORMAL



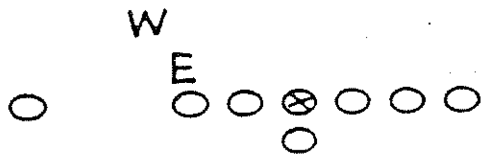
On the L.O.S. outside of the DE

WALK



Off the L.O.S. and about midway between the tackle and X

HIP



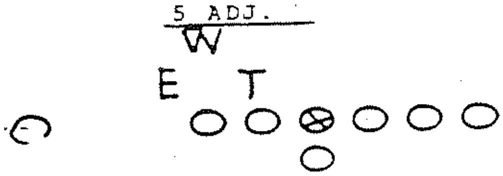
Off the L.O.S. and slightly outside of the DE

OUT



All the way out to the SE

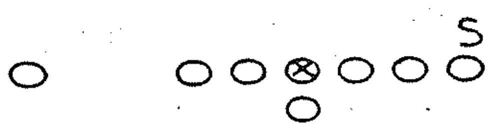
5 ADJ.



Inside of the DE and off the L.O.S.

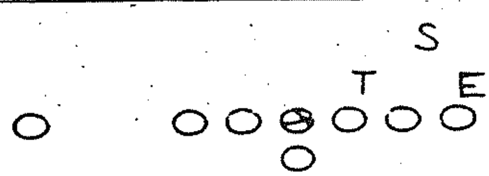
SAM LINEBACKER POSITIONS

NORMAL



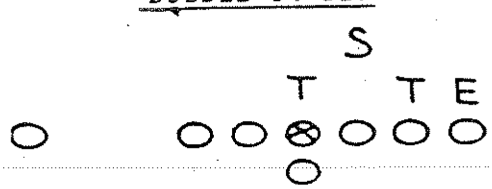
Head up to the TE on either shoulder

STRONG REDUCTION "T" BUBBLE



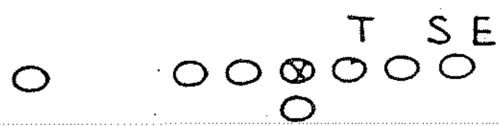
Inside of the DE and off of L.O.S. over the tackle area

BUBBLE 54 DEF



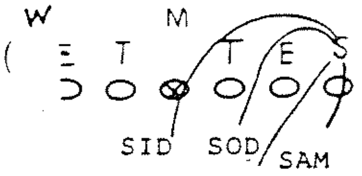
Over the guard and off of the L.O.S.

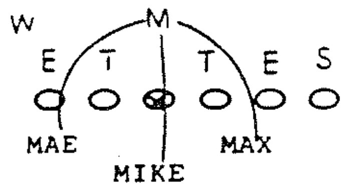
CHANGE

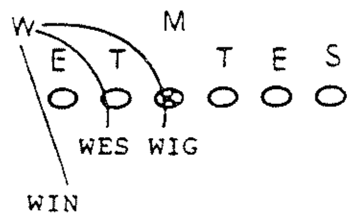


Inside of the DE and on the L.O.S. inside shoulder of the TE

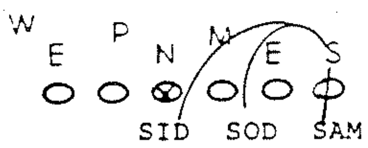
LINEBACKER BLITZ NAMES FROM 4 MAN FRONTS



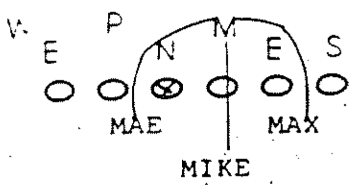


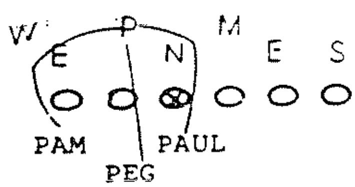


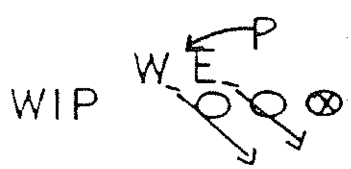
LINEBACKER BLITZ NAMES FROM 3 MAN FRONTS

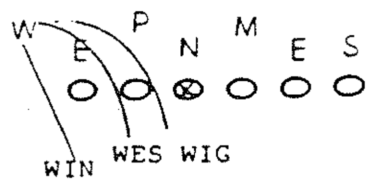




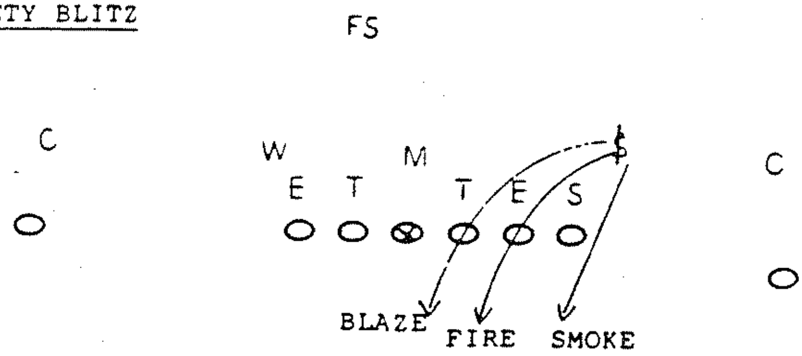




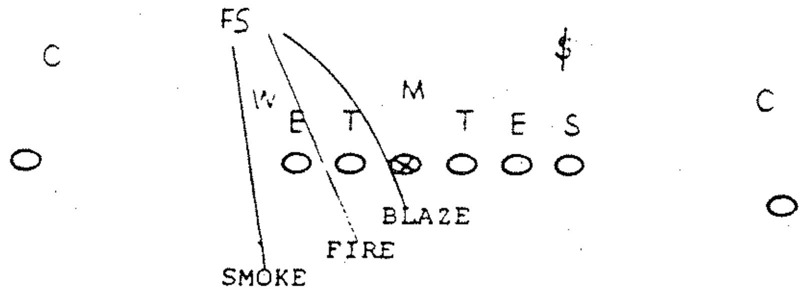




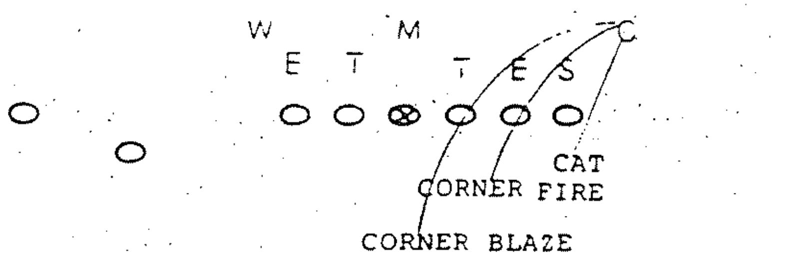
STRONG SAFETY BLITZ



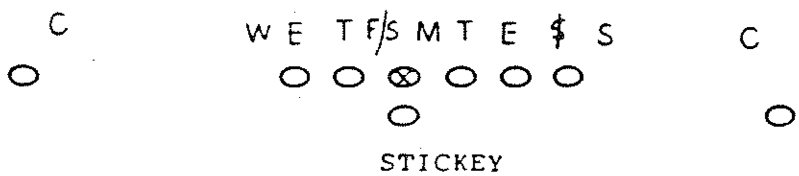
WEAK SAFETY BLITZ

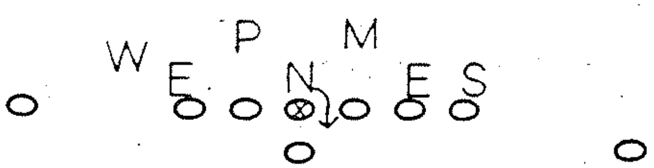


CORNER BLITZ

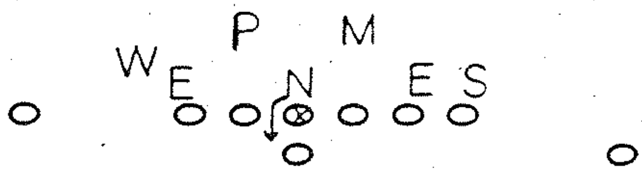


ALL OUT BLITZ LOOK

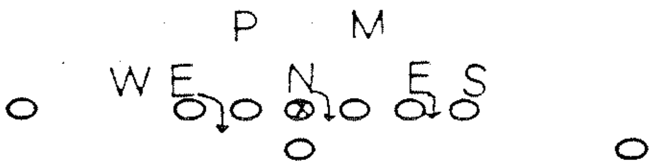




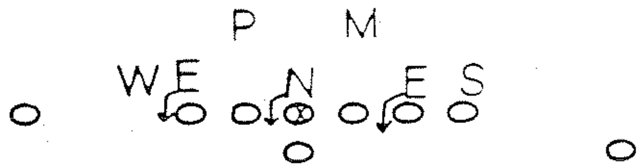
34 ROSE



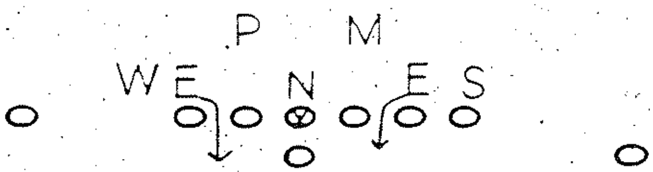
34 LOU



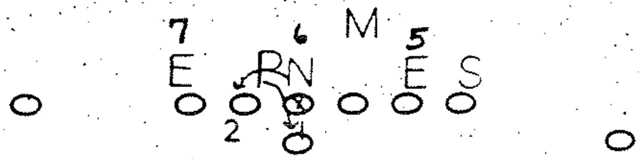
34 BINGO - (SLANT TO TE)



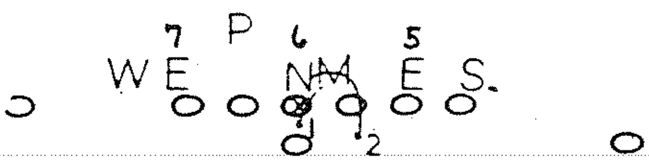
34 SLANT (SLANT AWAY FROM TE)



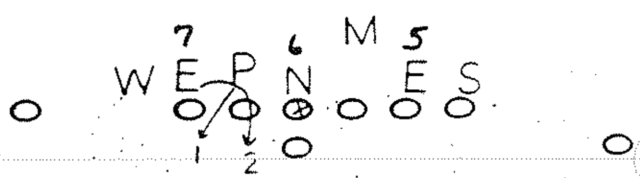
34 PINCH, STRONG, WEAK, OR DOUBLE



34 P-N CROSS (P-6)

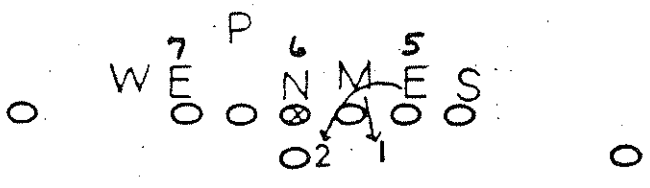


34 M-N CROSS (M-6)

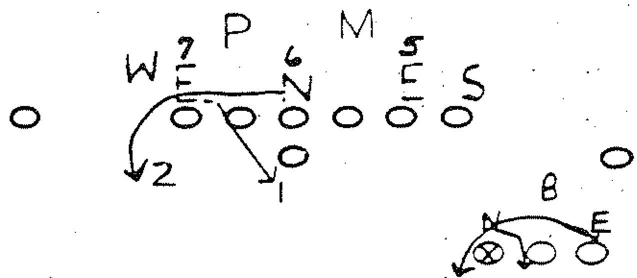


34 P-E CROSS (P-7)

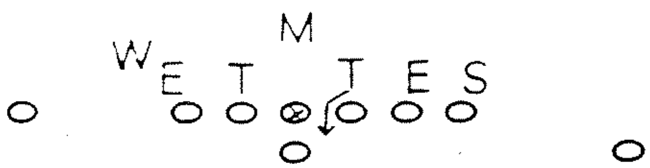
DEFENSIVE STUNTS



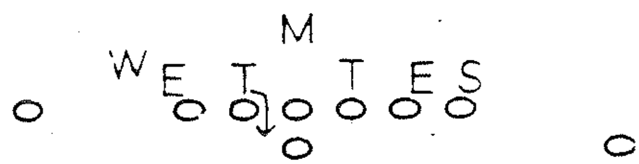
34 M-E CROSS (M-5)



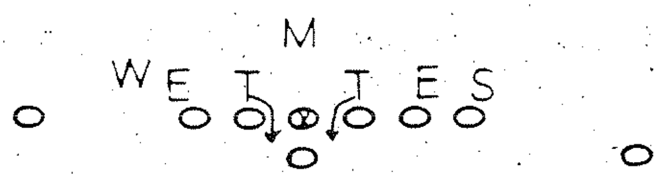
(7-6) 34 Wk. E-N LOOP (6-5) N-E LOOP



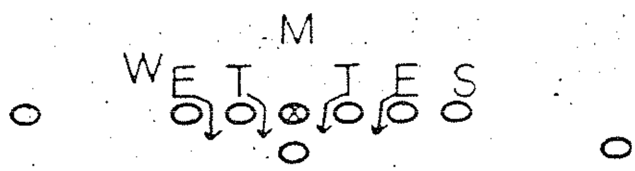
43 STRONG IN



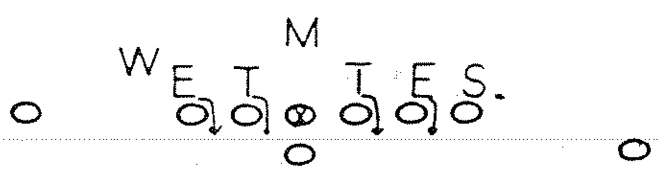
43 WEAK IN



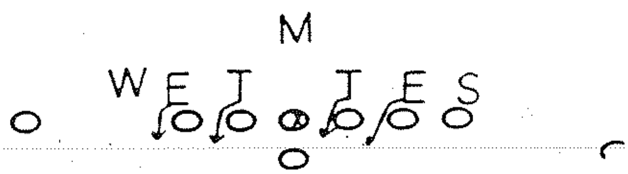
43 DOUBLE IN



4-3 PINCH

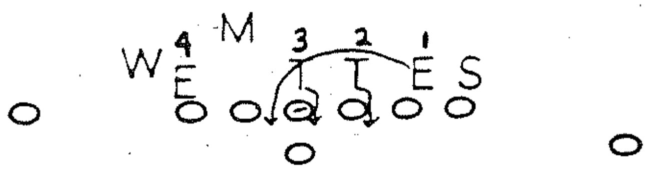


43 BINGO

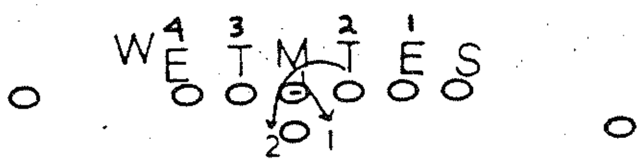


43 SLANT

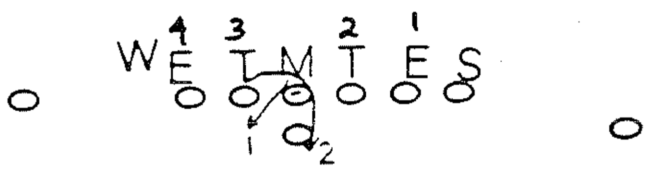
DEFENSIVE STUNTS



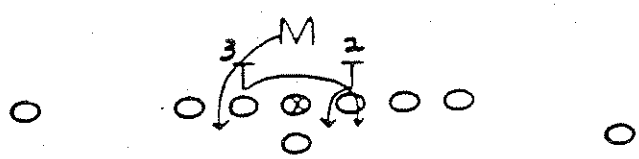
SUPER E WEAK (3-1)



43 STRONG M-T (M-2)



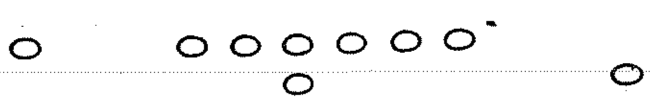
4-3 WEAK M-T (M-3)

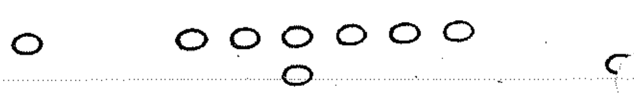


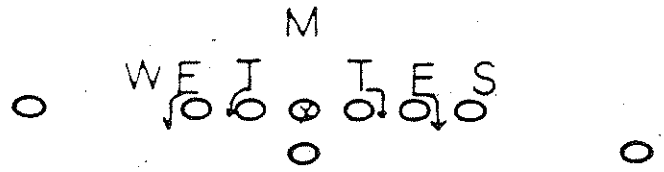
43 MAE STRONG TT (Mae 2-3)



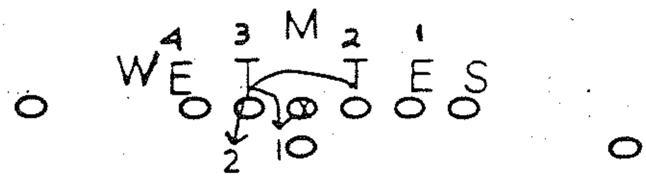




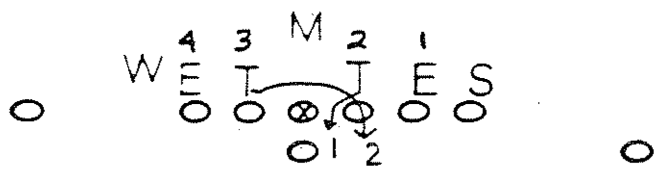




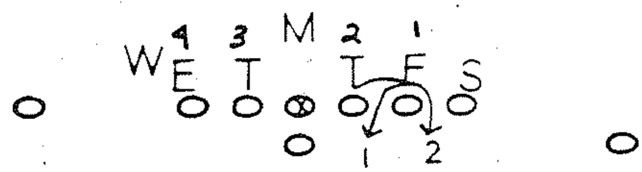
43 OUT



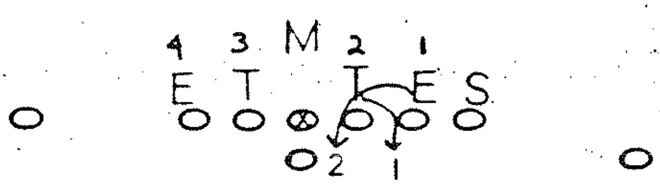
43 WK. T.T. (3-2)



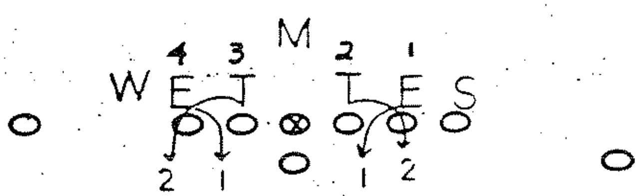
43 ST. T.T. (2-3)



43 ST. E-T (1-2)

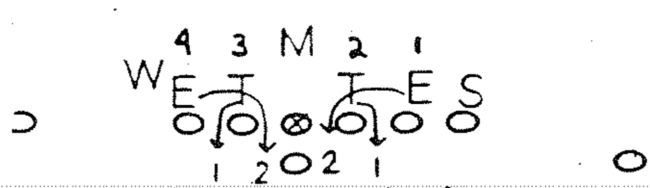


43 ST. T-E (2-1)



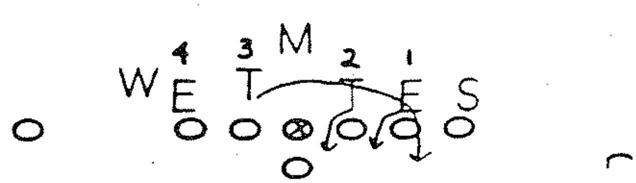
(4-3) (1-2)

43 DOU. E-T



(3-4) (2-1)

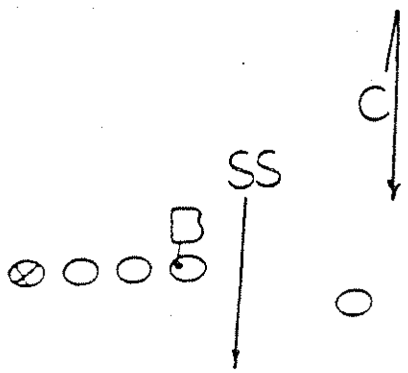
43 DOU. T-E



(1-3)

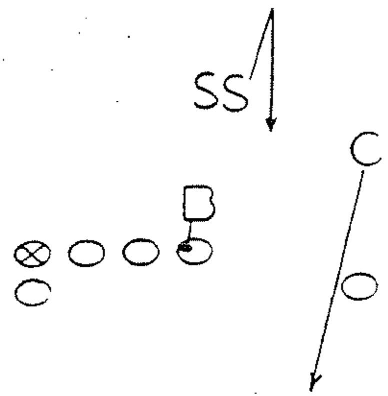
43 SUPER T. ST.

RUN FORCE AND FLAT COVERAGE RESPONSIBILITIES



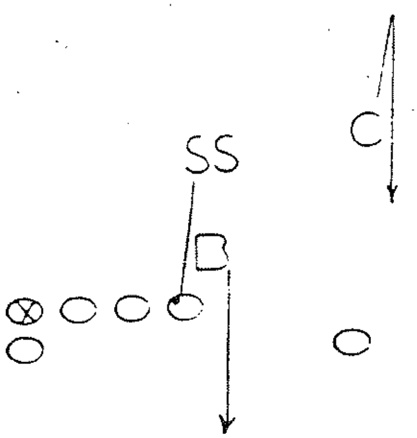
Sky

S/S: Force and Flat
C : Secondary Force & Deep 1/3
B : Cutback



Cloud

C : Force and Flat
S/S: Secondary Force and Deep 1/3 or Deep 1/2
B : Cutback



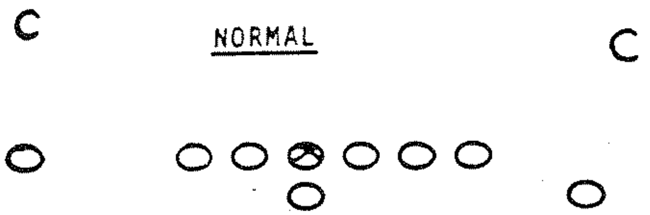
Backer (Lightning)

B : Force and Flat
C : Secondary Force and Deep 1/3 or Man to Man
S/S : Cutback

DEFENSIVE BACK POSITIONS

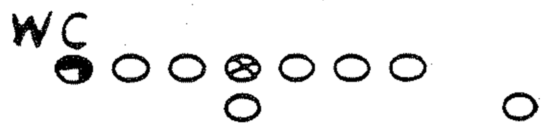
CORNER POSITIONS

NORMAL



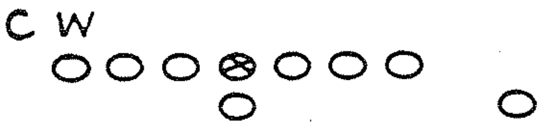
7 or more yds. off of the L.O.S. over the wide receivers

CORNER CHOKE



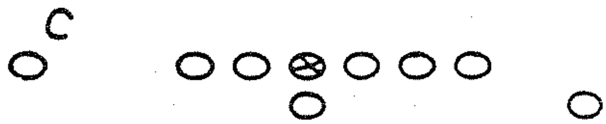
Inside of Win and on the L.O.S.

TOUGH



Up close to TE side

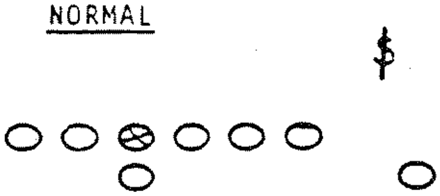
BUMP & RUN



Tight on wide receivers to the inside

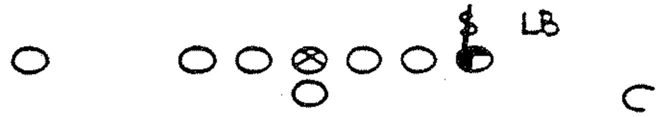
SAFETY POSITIONS

NORMAL



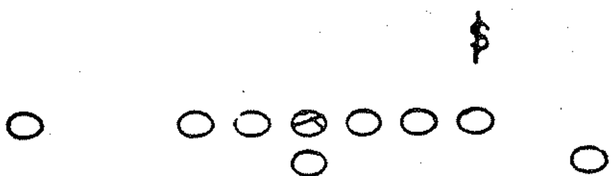
Outside of TE and 5 to 8 yds. deep

CHOKE



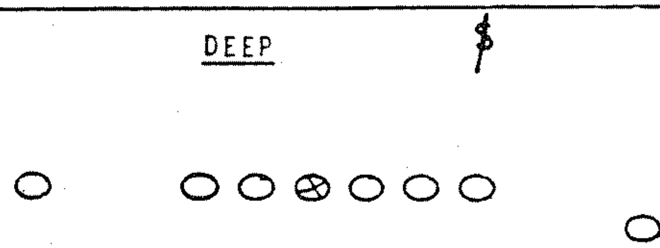
Inside of LB and on TE

HEAD UP



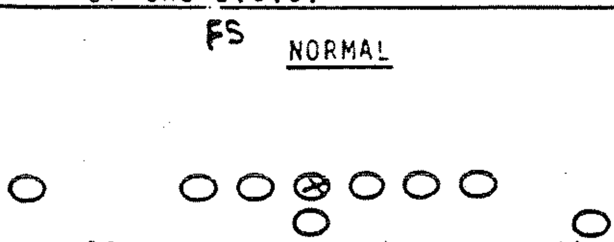
Head up to TE to 8 yds. off of the L.O.S.

DEEP



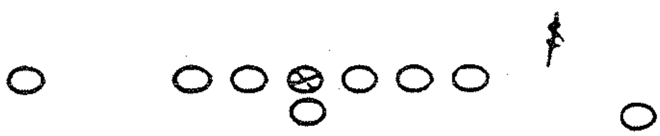
10 to 14 yds. deep

NORMAL



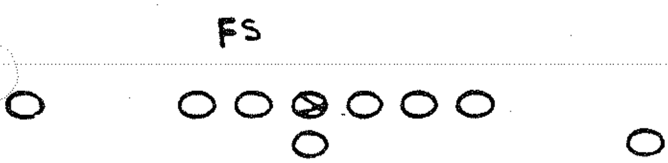
10 or more yds. deep over the guard or tackle area

TUFF



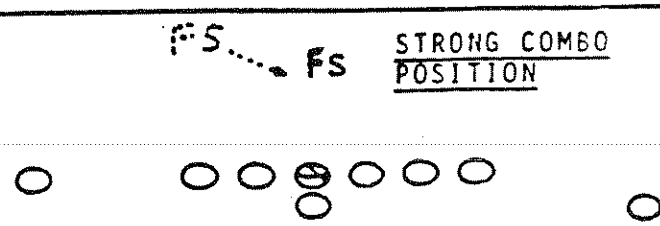
On the L.O.S. outside of TE

BLITZ POSITION



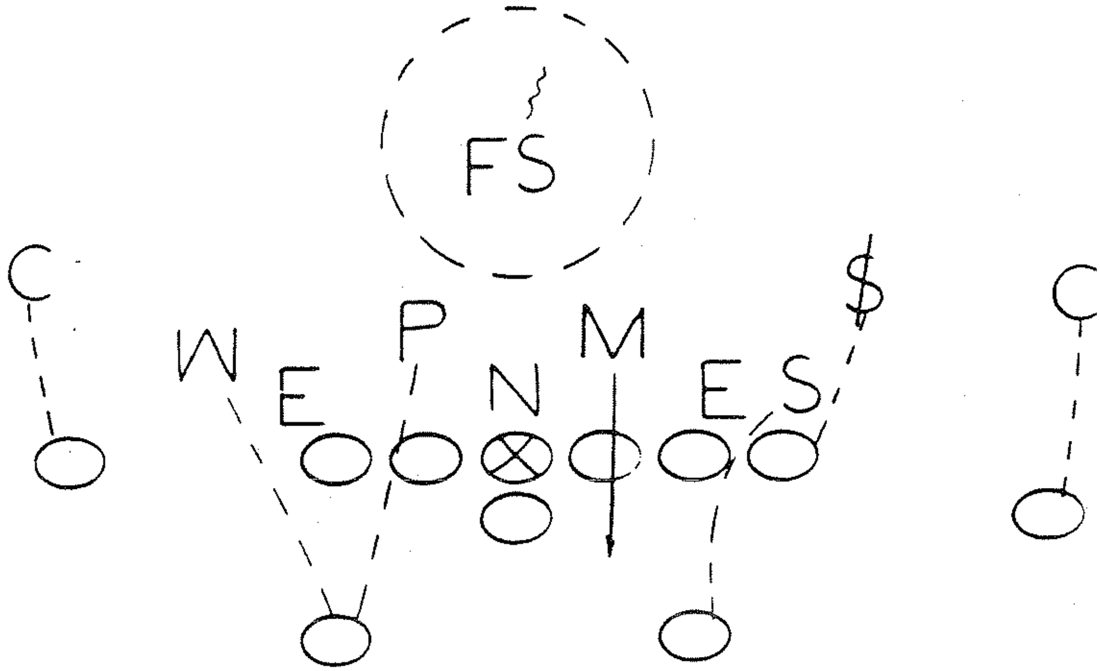
Up close on weakside

STRONG COMBO POSITION



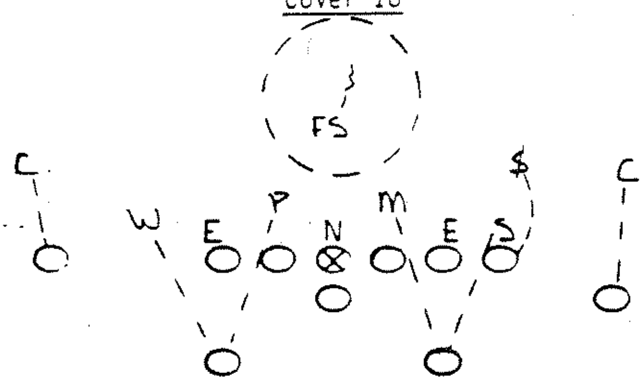
Moved over to strong side

COVER 1



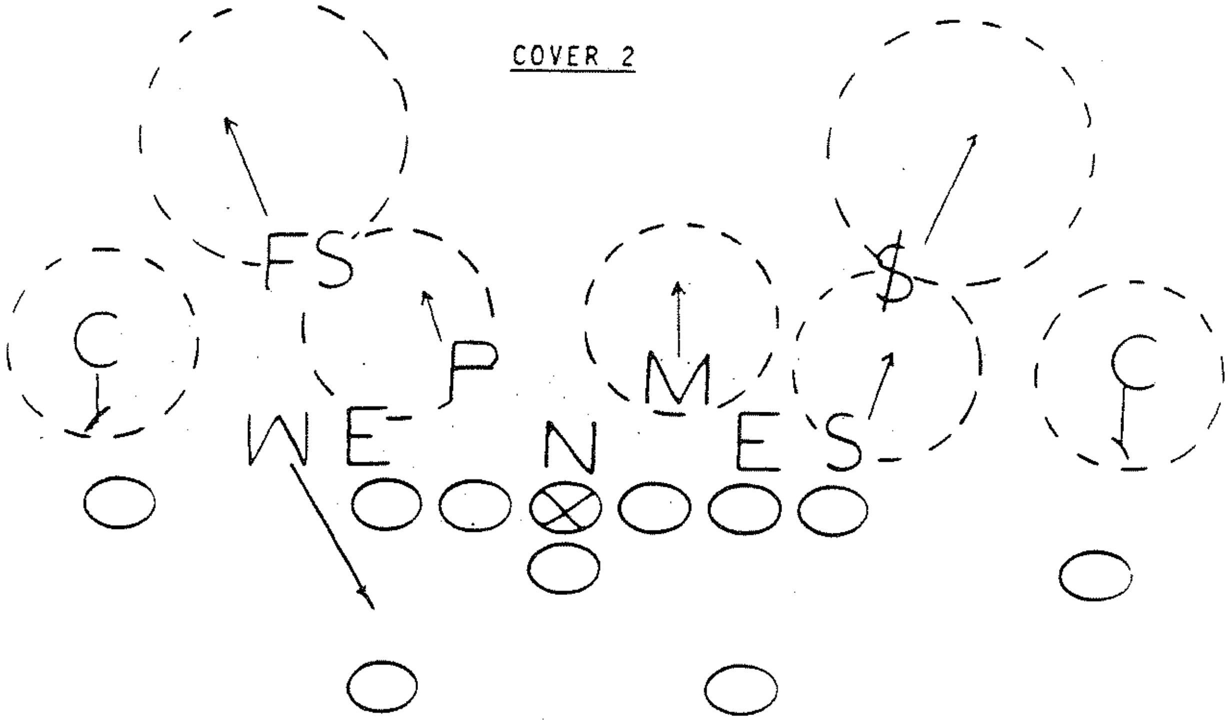
Single man to man with a free safety.

Cover 10



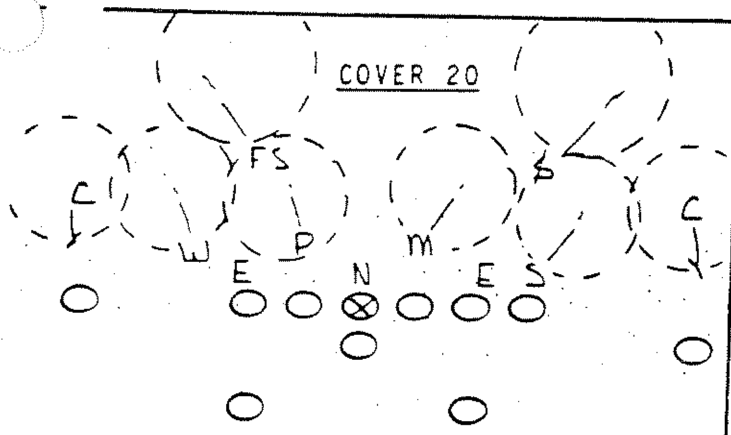
Cover 1 with 3 man rush

COVER 2



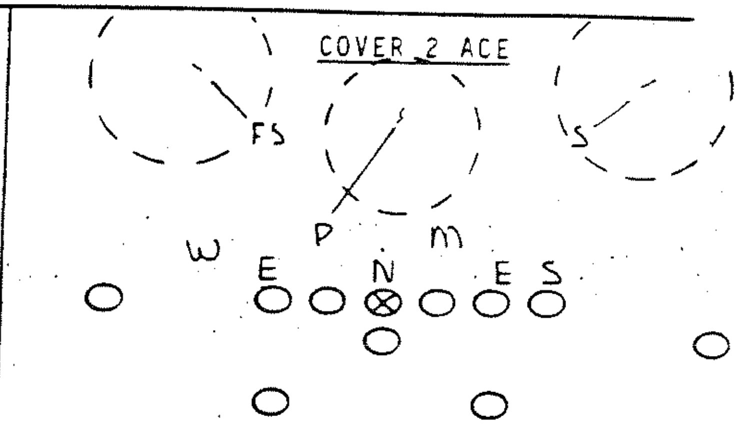
2 deep zone with 5 underneath. Used with Win or Peg blitzing

COVER 20



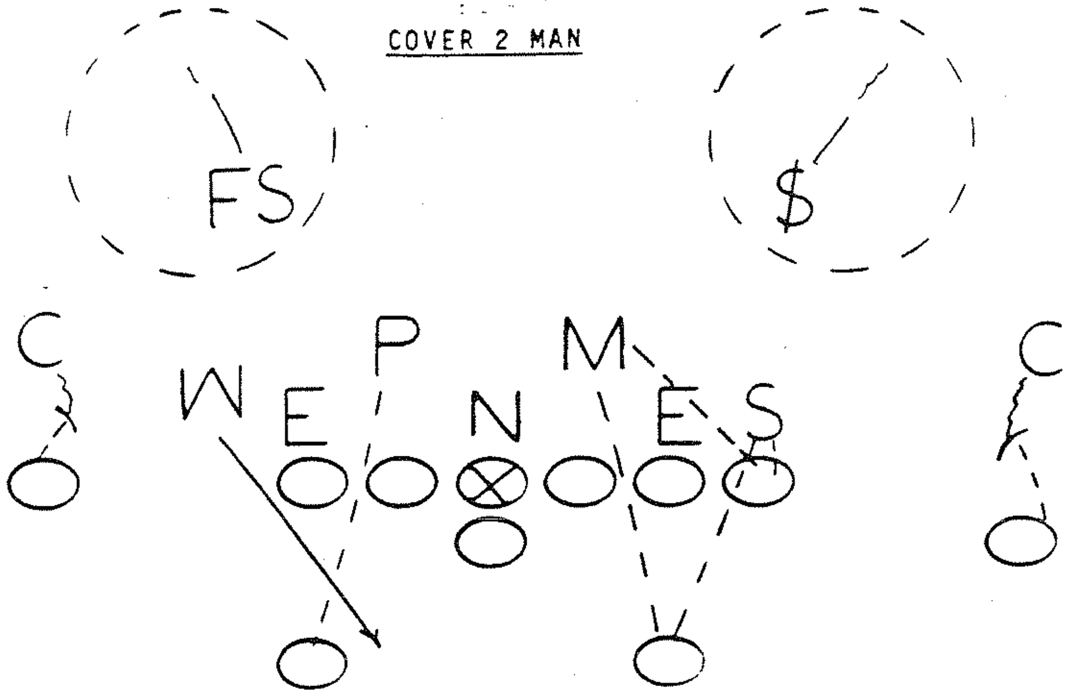
Cover 2 with 3 man rush

COVER 2 ACE



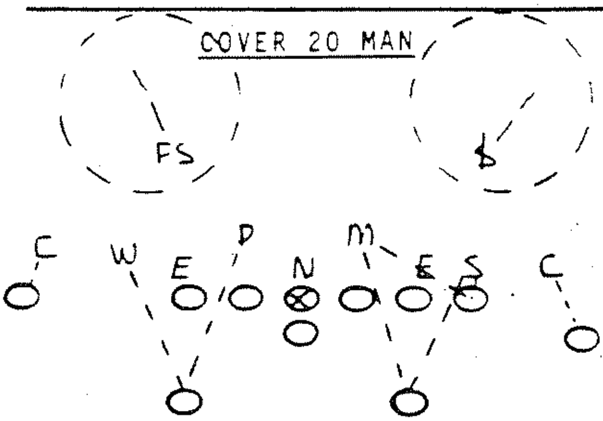
Cover 2 with "ACE" (usually Peg) in the hole.

COVER 2 MAN



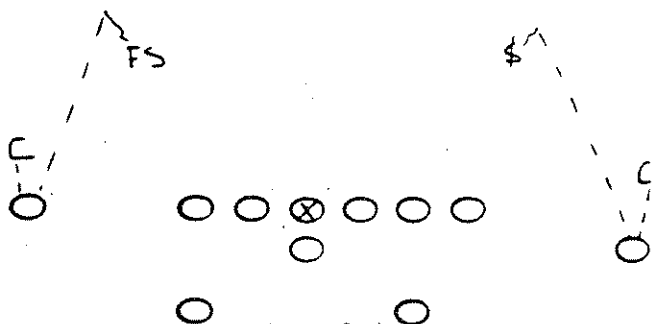
2 deep zone with man to man underneath.
Used with Win or Peg blitzing.

COVER 20 MAN



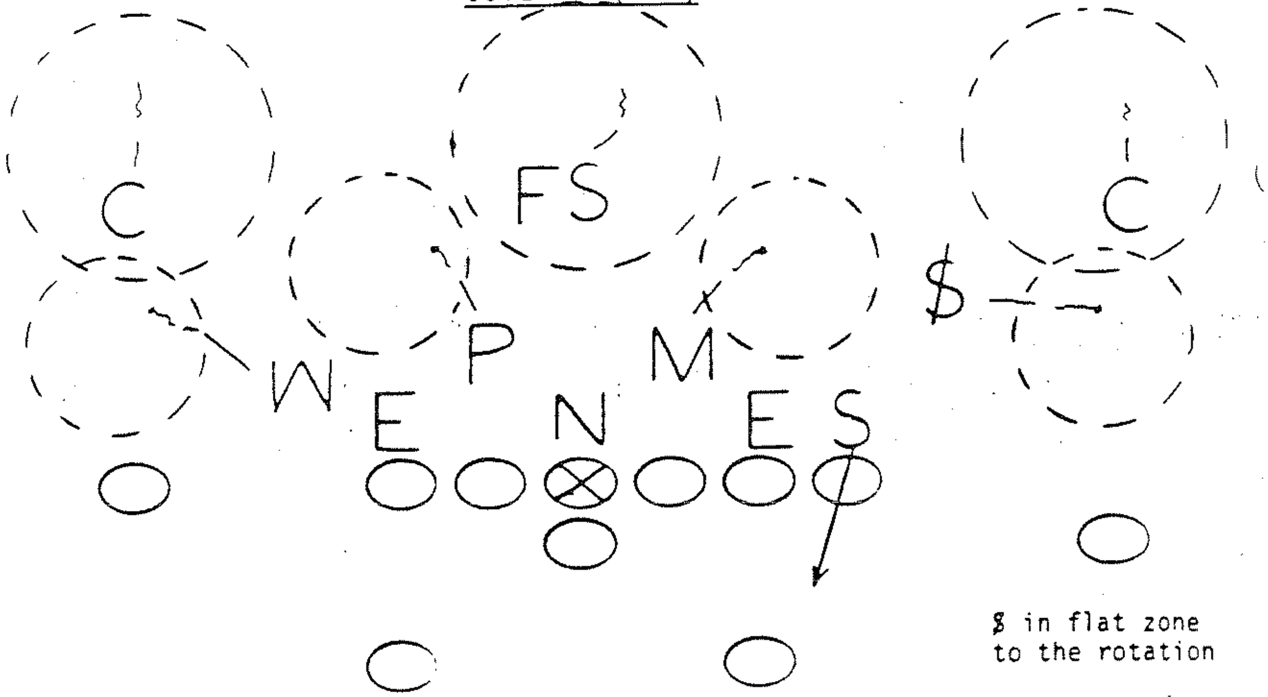
Cover 2 man with 3 man rush

COVER 2 MAN BRACKET



Cover 2 man without 2 deep zone.
Bracket coverage on outside receivers.

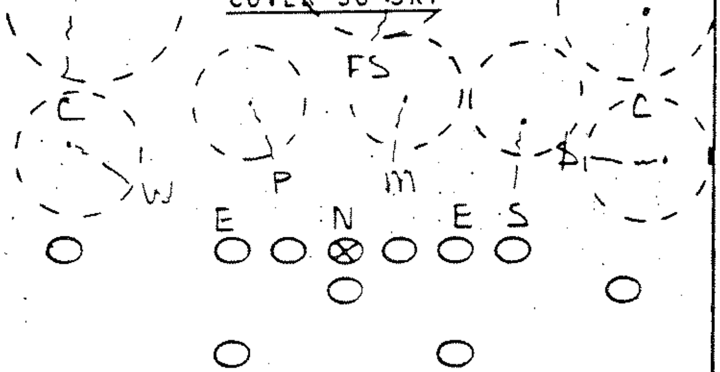
COVER 3 (SKY)



$ in flat zone
to the rotation

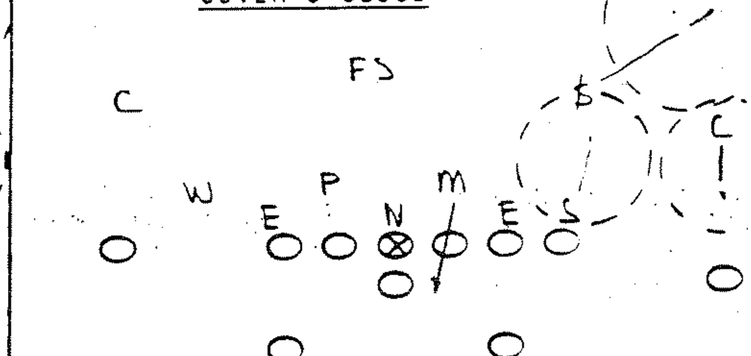
3 deep strong rotation zone. We will always designate who has flat zone to rotation side. Used with Mike or Sam blitzing.

COVER 30 SKY



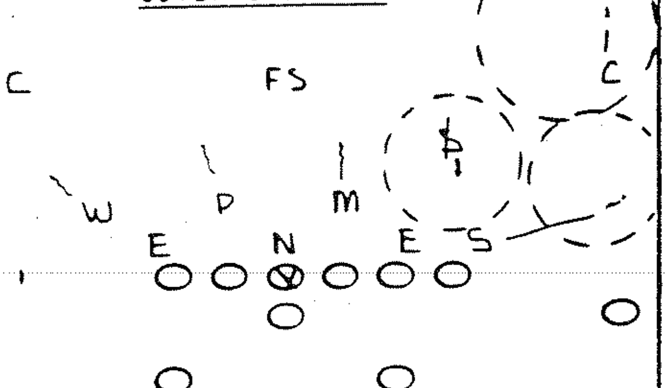
Cover 3 sky with 3 man rush

COVER 3 CLOUD

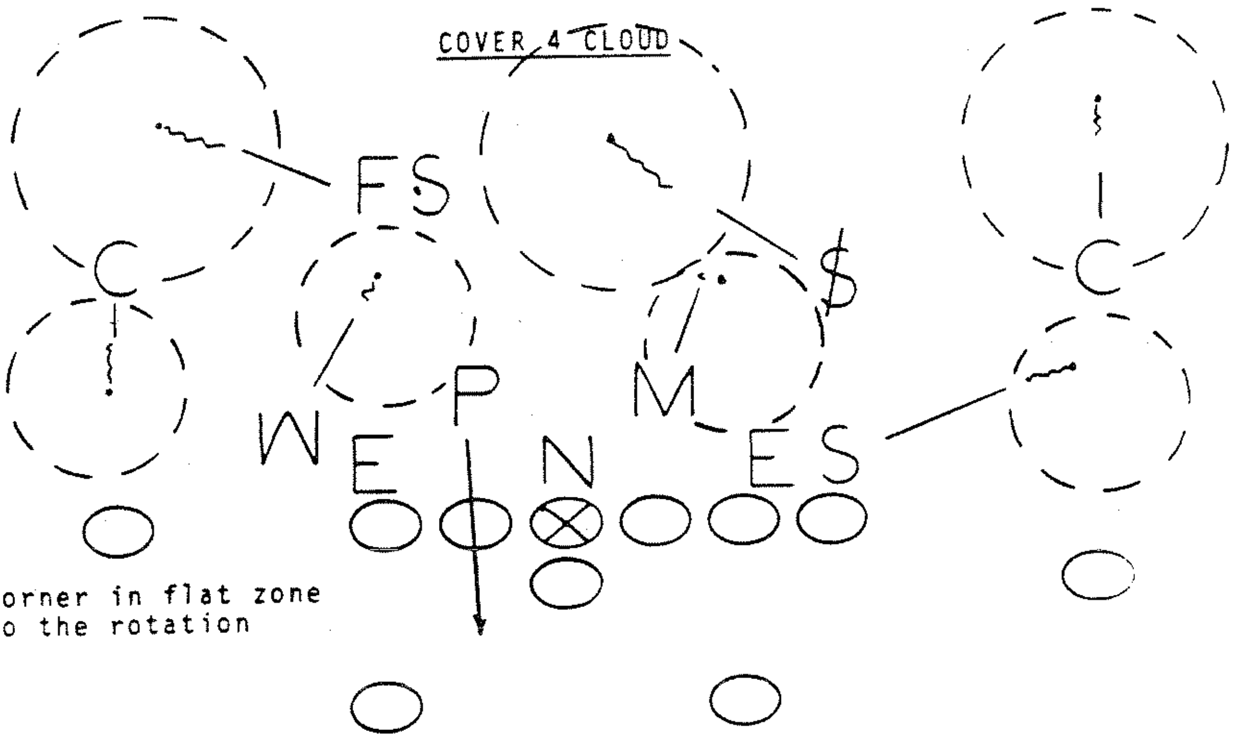


Cover 3 with corner in flat zone to the rotation

COVER 3 BACKER

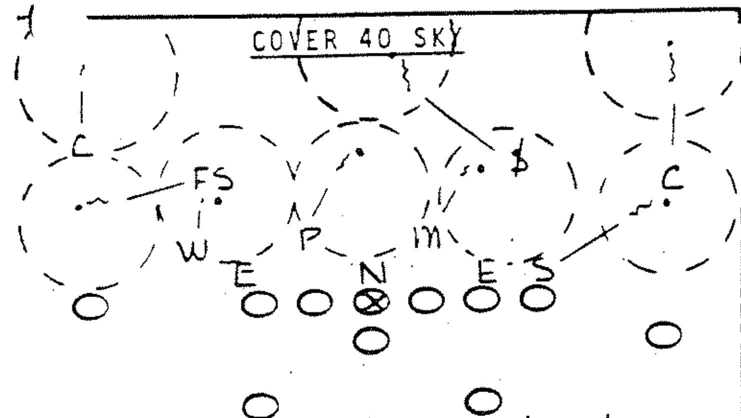


Cover 3 with LBer in flat zone
to the rotation

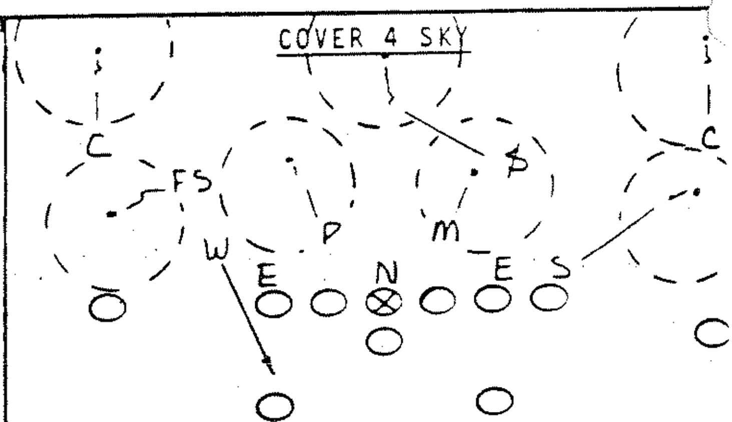


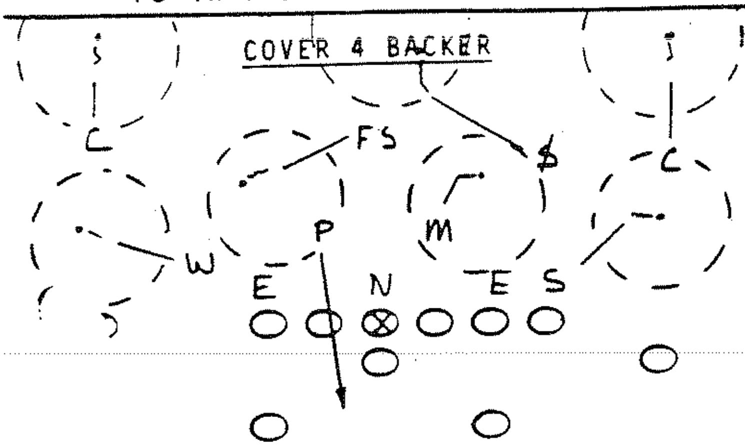
Corner in flat zone
to the rotation

3 Deep Weak Rotation Zone. We will always designate who has flat zone to rotation side. Used with Win or Peg blitzing.



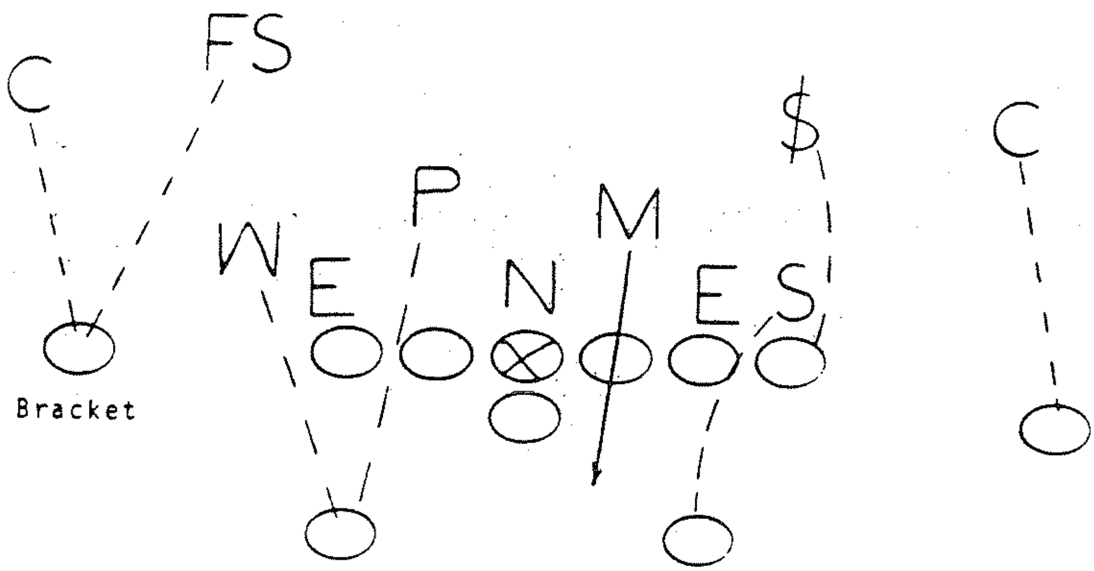
Cover 4 with 3 man rush and
FS in flat zone to the rotation





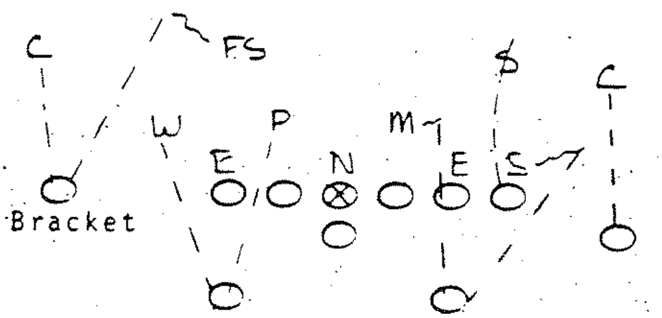
Cover 4 with LBer in flat zone
to the rotation

COVER 5 BRACKET



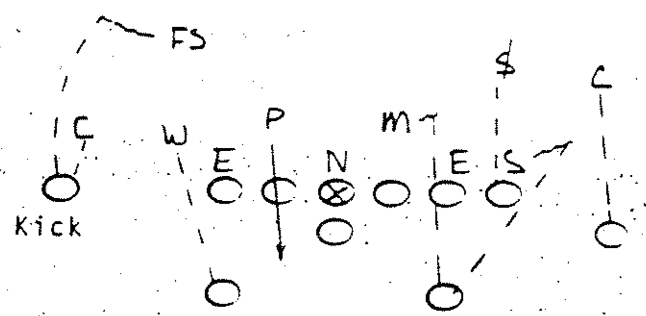
Man to man with double on weakside receiver.
Technique of double will usually be given.

COVER 50 BRACKET

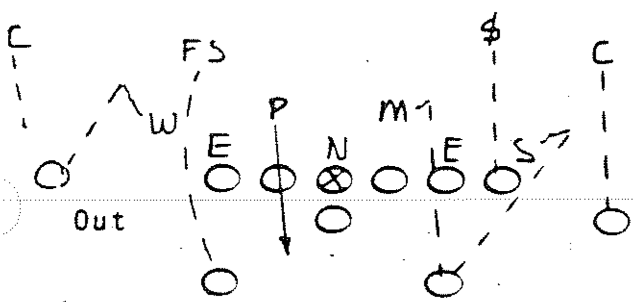


Cover 5 bracket with 3 man rush

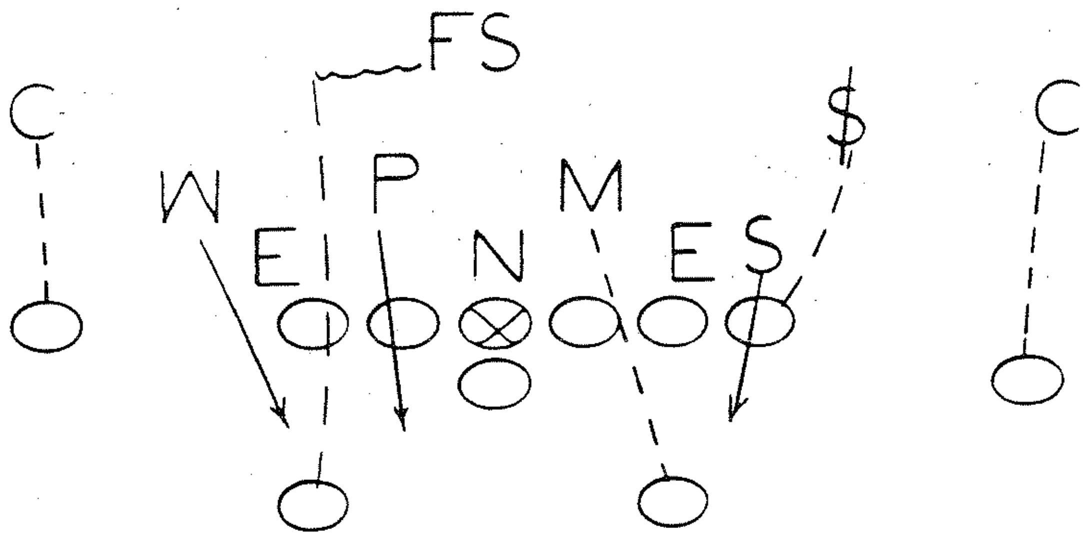
COVER 5 KICK



COVER 5 OUT

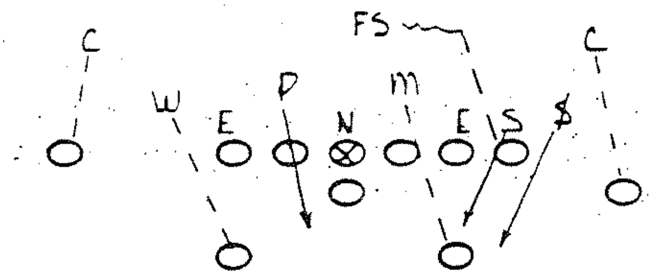


BLITZ COVERAGE

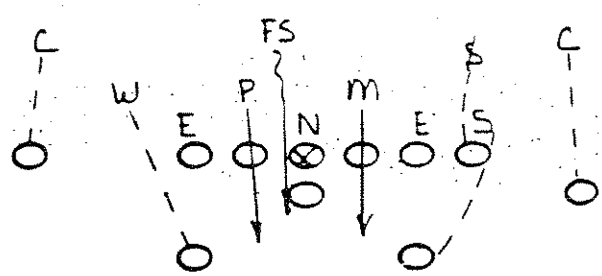


Single man to man with no free safety. Usually with 6 defenders or more rushing the passer.

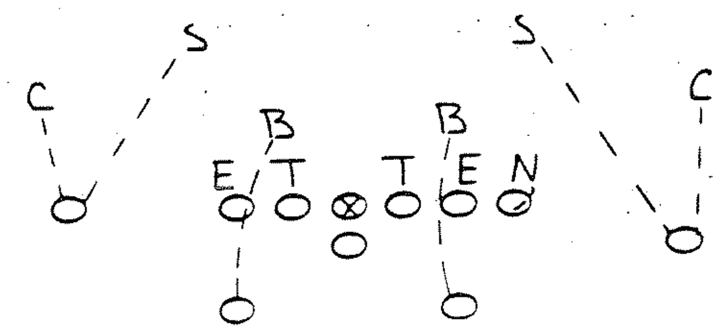
STRONG SAFETY BLITZ



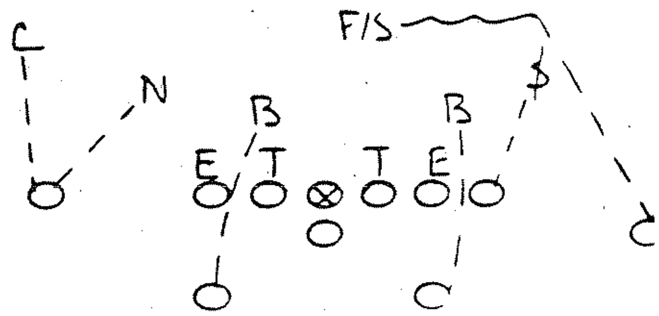
FREE SAFETY BLITZ



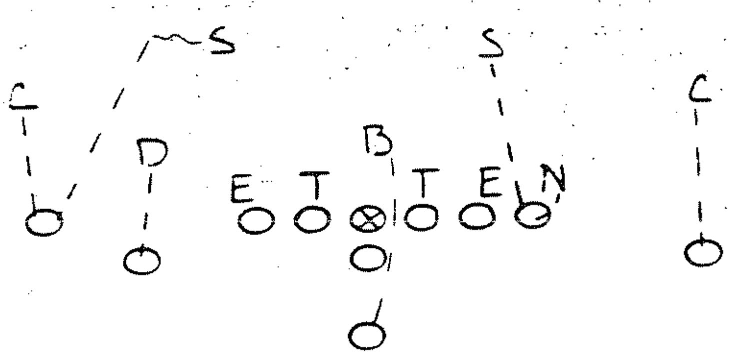
EXAMPLES OF NICKEL PASS COVERAGES -2-



NICKEL 65

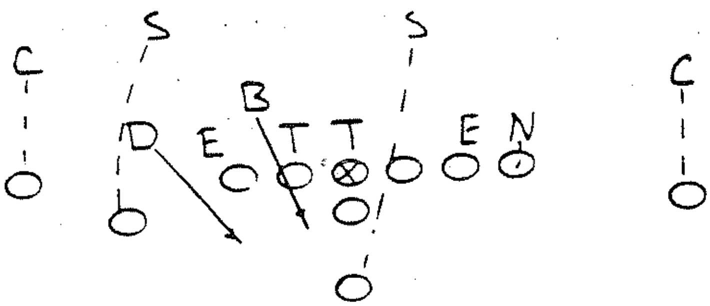


NICKEL 75

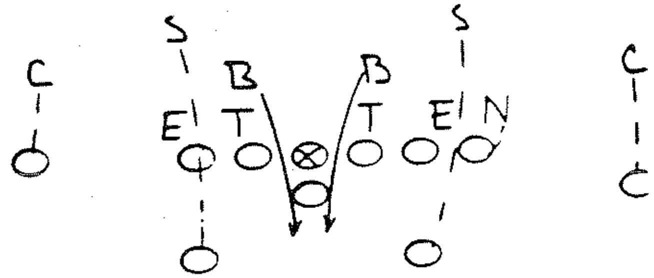


DIME 85

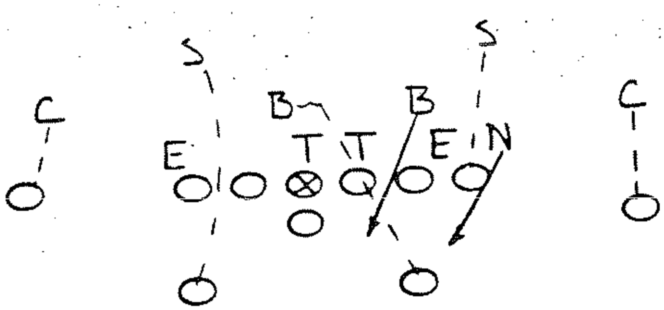
EXAMPLE OF NICKEL BLITZ



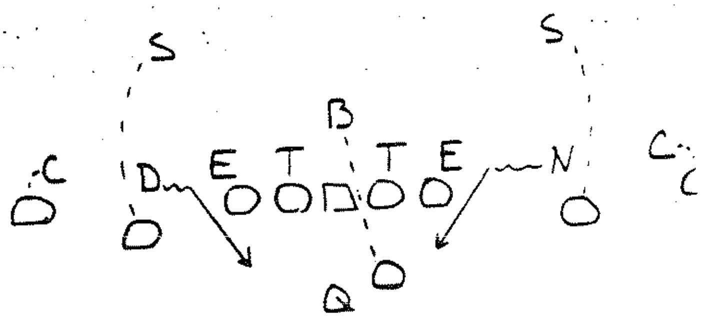
Slot Blitz



Double Barrel

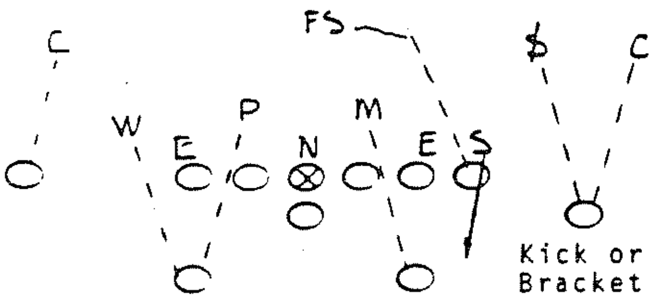


Strong Blitz



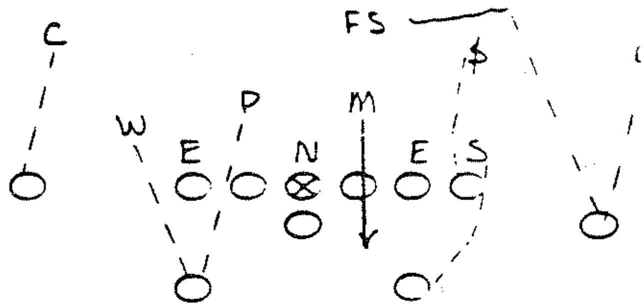
Double Slot Blitz

COVER 6



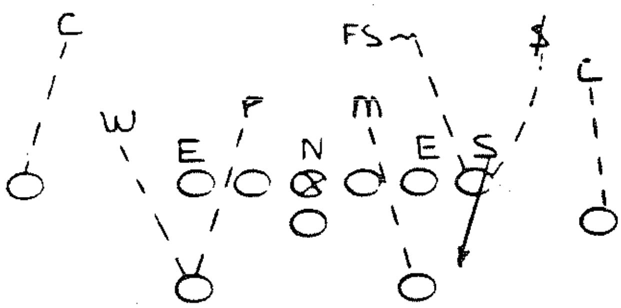
Man to man with $ and Strong C doubling 1st receiver strong side

COVER 7



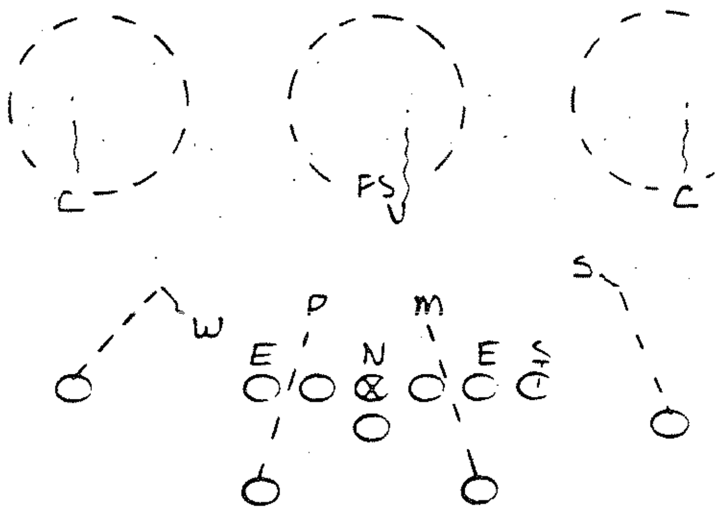
Man to man with FS and Strong C doubling 1st receiver strong side

COVER 8



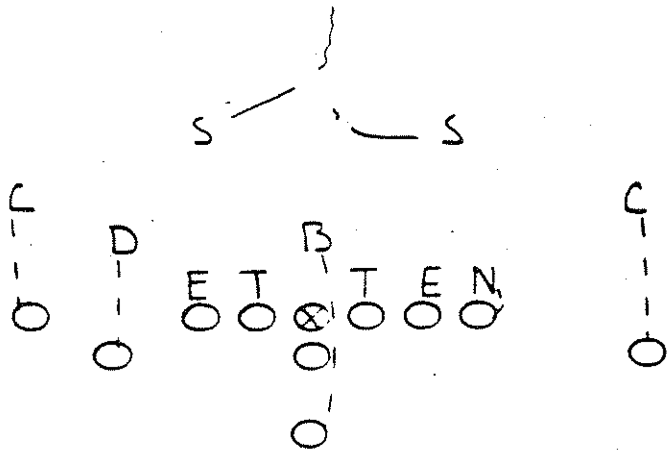
Man to man with FS and $ doubling 2nd receiver strong side

COVER 11

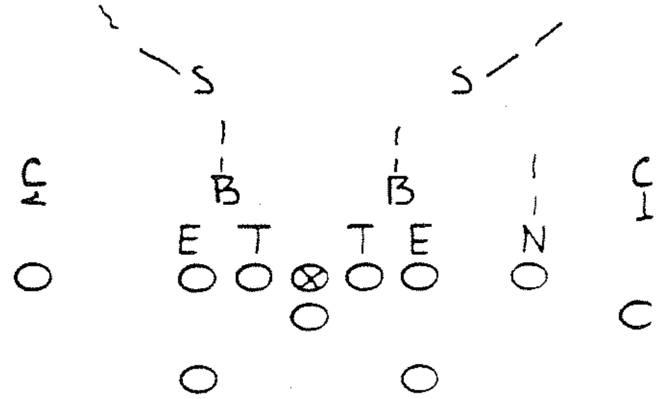


3 deep zone with man to man underneath

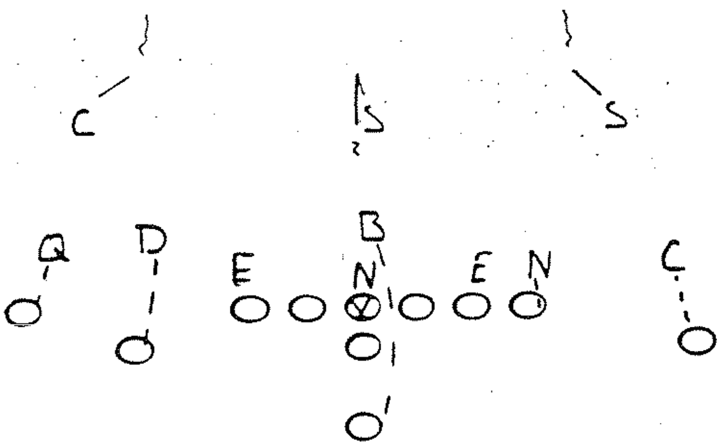
EXAMPLES OF NICKEL PASS COVERAGES -1-



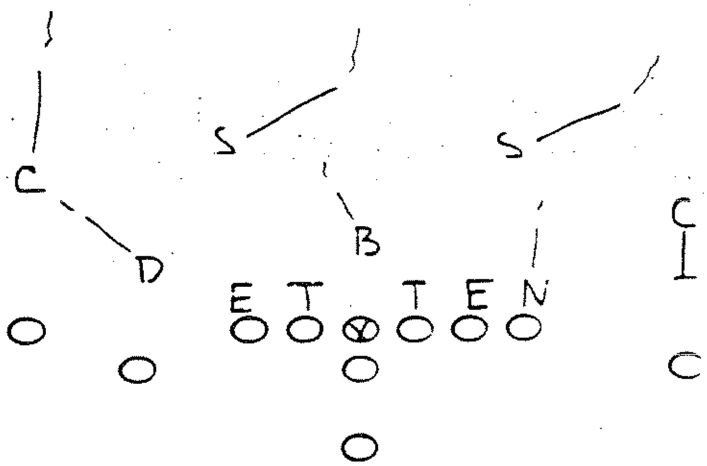
DIME 1 LURK



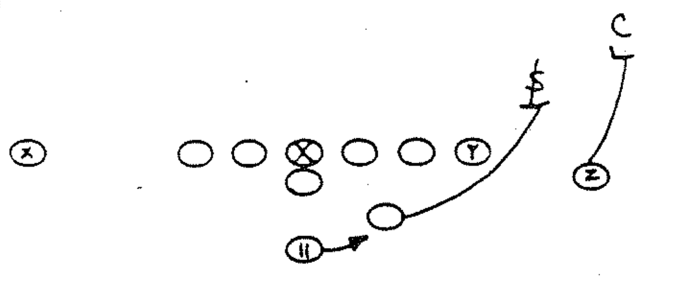
NICKEL 2



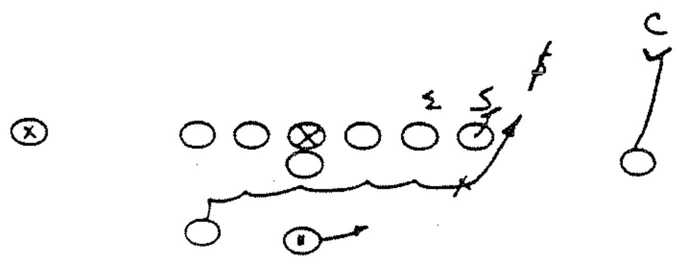
QUARTER 2 MAN ACE



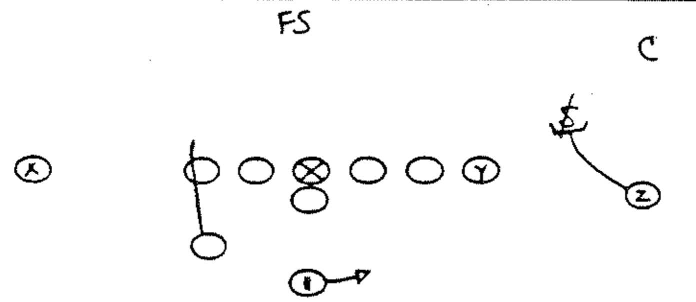
DIME 3 CLOUD



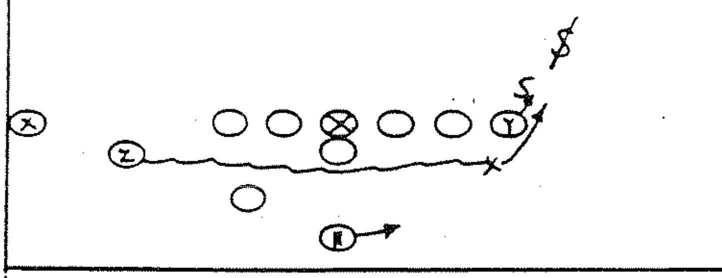
1. BOSS = Back block the Force.
   (Z block the deep 1/3)
   (Example: Strong Rt. - 18 BOSS)



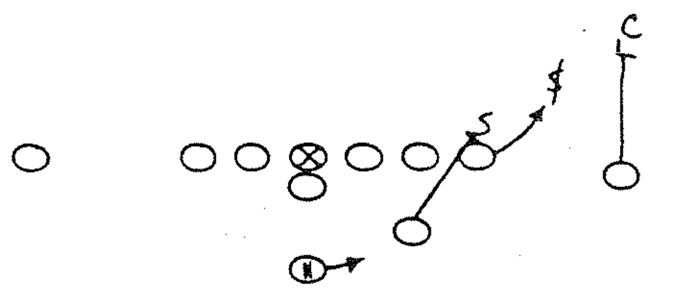
2. BOSS EXTRA = Back, TANDEM block the TE.
   (Z block the deep 1/3)
   (Example: Pro RT. Hum RT. - 18 BOSS EXTRA)



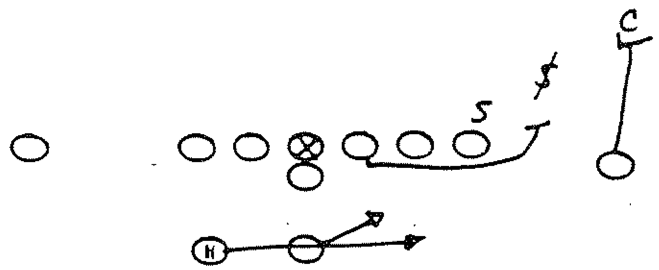
3. MIKE = Z block the Force.
   (Example: Pro RT. - 16 MIKE)



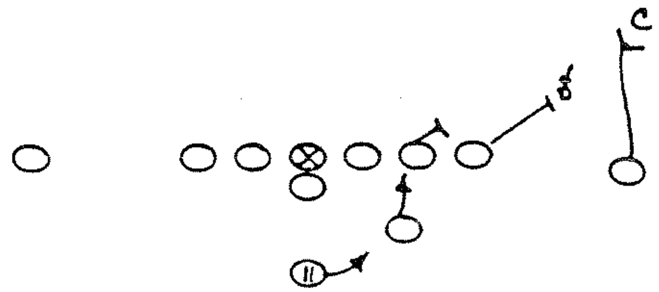
4. MIKE EXTRA = Z, TANDEM block with the TE.
   (Example: Pro RT. Flip - Z RT. - 18 MIKE EXTRA)



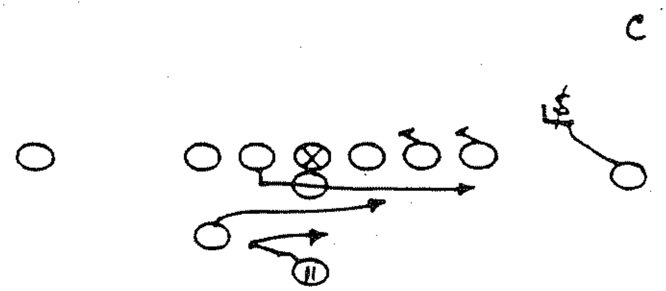
5. RELEASE = Y block the Force.
   (Z block the deep 1/3)
   (Example: Strong RT. - 18 RELEASE)



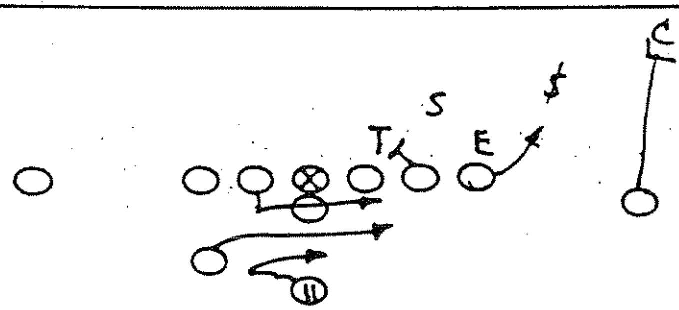
6. GRACE = FS GUARD block the Force.
(Z block the deep 1/3)
(Example: Pro RT. - HB 28 GRACE)



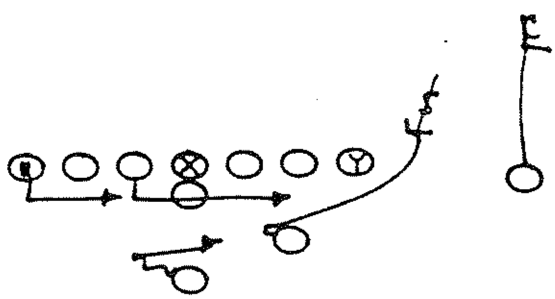
7. FAN = Z block the deep 1/3.
(Example: Strong RT. - 16 FAN)



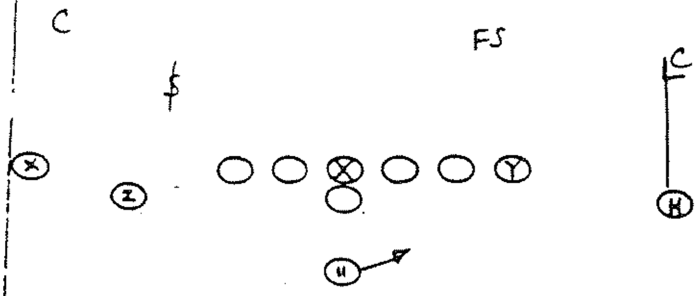
8. COUNTER SWITCH STRONG = Z block the Force.
(Example: Pro RT. - 38 CTR. SWI



9. "CHECK IN" (CHICKEN) = Y release, block Force.
(Z block deep 1/3)
(Example: Pro RT. - 38 CTR. SWITCH)

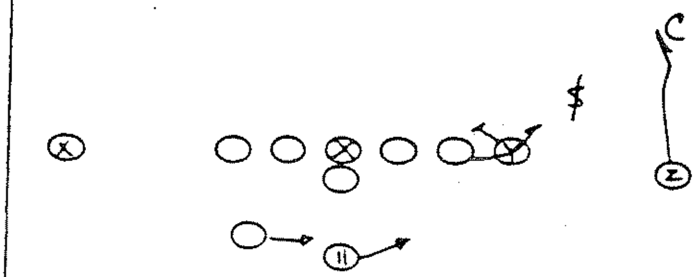


10. COUNTER BOSS = Back block the Force.
(Z block deep 1/3)
(Example: U PERSONNEL/Strong RT. Tight - 38 COUNTER BOSS)



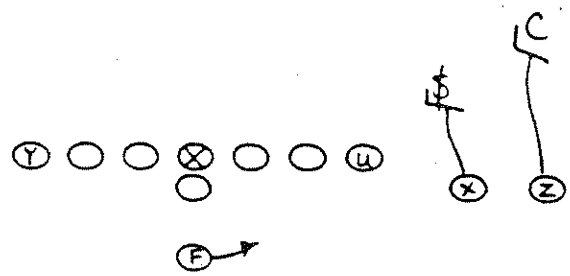
11. NOTHING = HB block the Force.

(Example: Triple RT. - FLIP - 18 NOTHING)



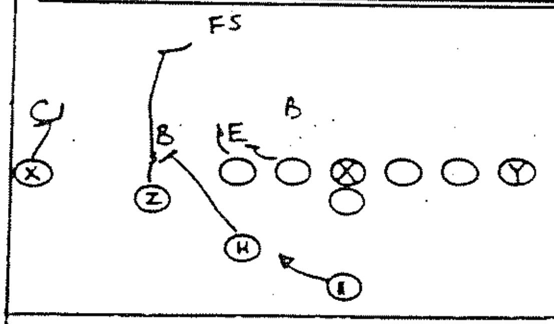
12. BOOK = Z block the deep 1/3.

(Example: Pro Right - 28 BOOK)



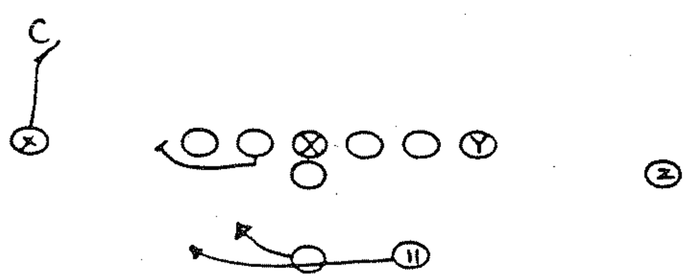
13. MATCH = X and Z block the people who match up with them.

(Example: Tiger LT. Flop - 16 MATCH)



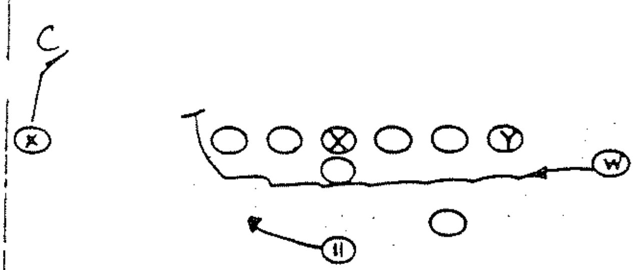
14. CALL = Z block the lane. X block the lane.

(Example: Pro RT. Flip - 17 CALL)

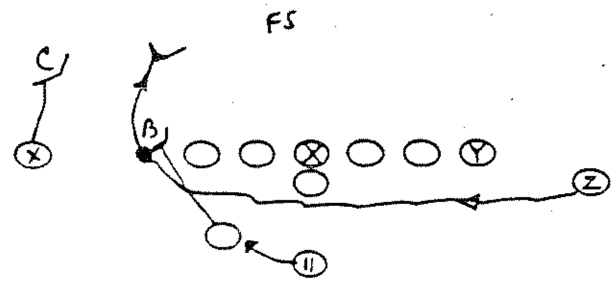


15. GEORGE = X block the Force.

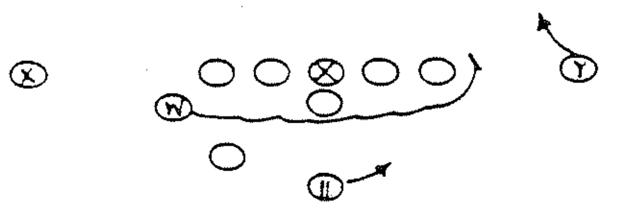
(Example: Strong RT. - HB 29 GEORGE)



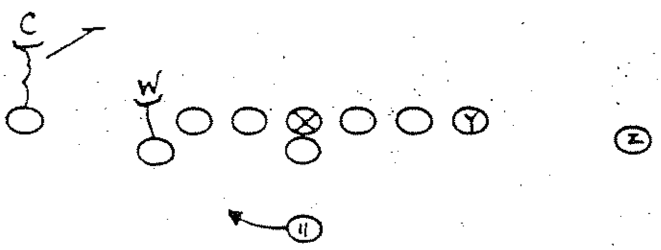
16. KICK (W PERSONNEL) W block OLB w
X block the Force.
(Example: Strong Rt. - W LT. - 17 KICK)



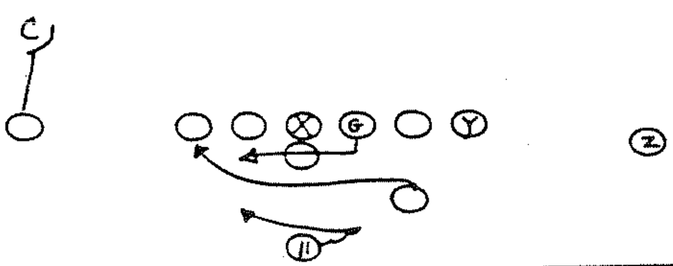
17. BLUFF = Z set up WIN LB for HB - Block lane.
X block the Force.
(Example: Pro RT. - Z LT. - 17 BLU



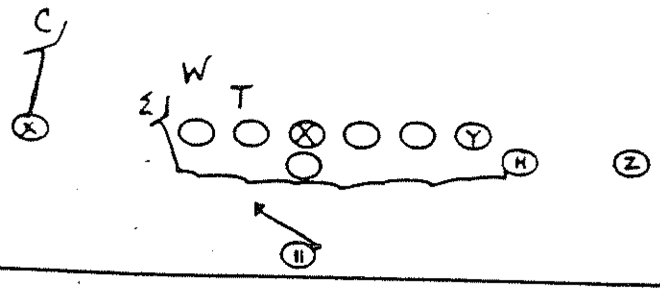
18. EASY = (W PERSONNEL) Y block the Force.
W block OLB.
(Example: PITT RT. - W RT. - 16 EASY)



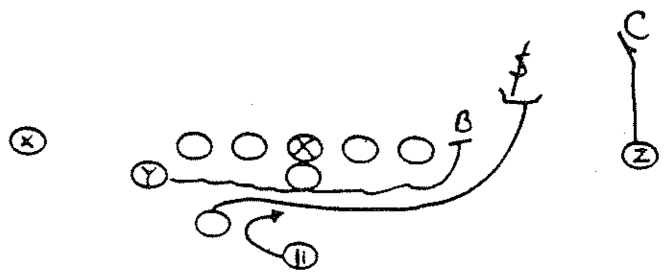
19. EMOL = X block the Force
(Example: Double RT. - 17 EMOL)



20. OTTO SWITCH = X block the Force.
(Example: Strong RT. - 35 OTTO SWITCH)



21. JAB = X block the Force
(Example: Trips RT. - Hum LT. - 35 JAB)



22. BACK = Z block the 1/3.
Back block the Force.
(Example: Pro RT. - Y RT. - 17 CAL BACK)
(ALSO - FAN BACK and KICK BACK)

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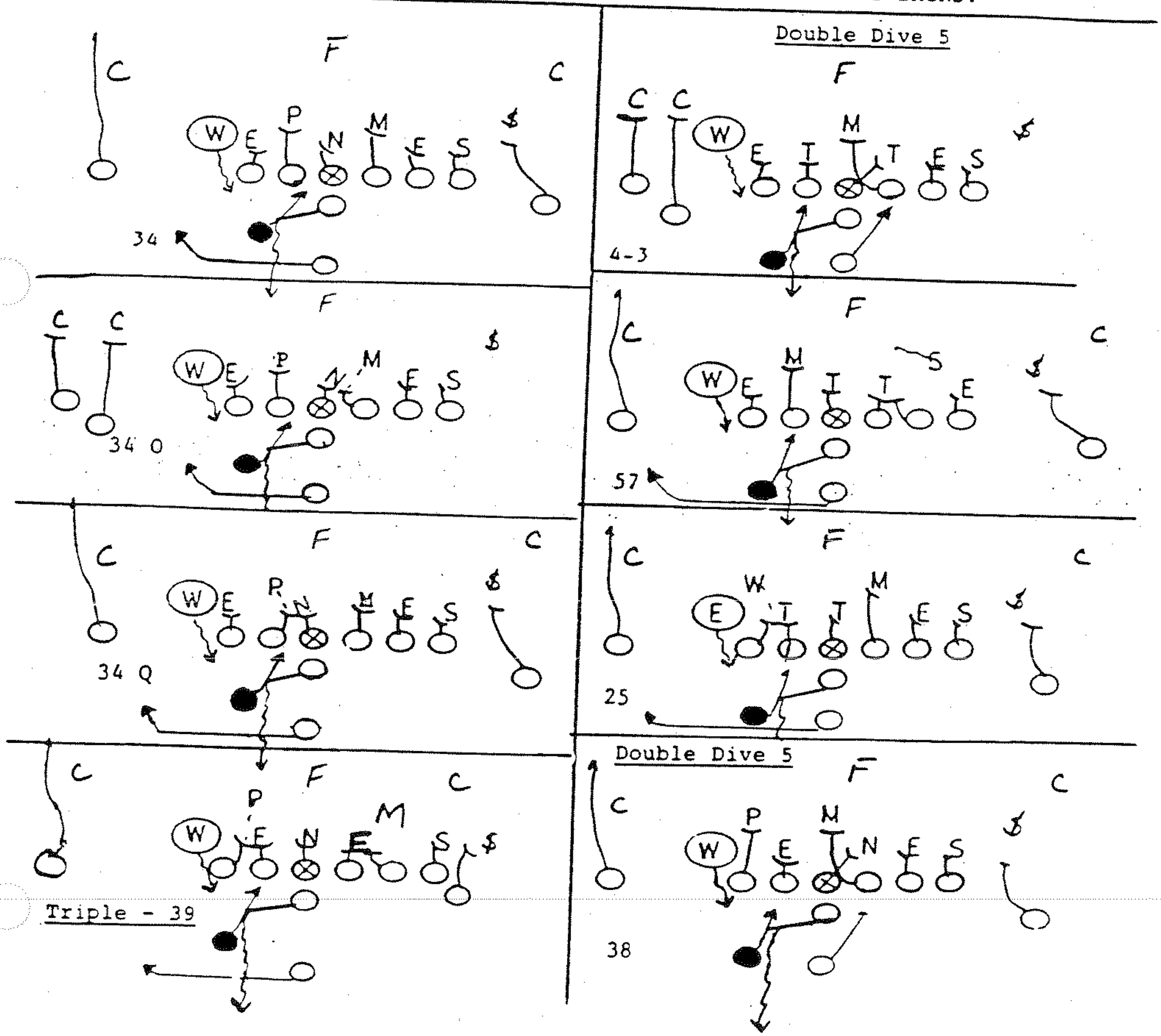
Single Digit Series

DIVE 5 AWAY/POSS D. DIVE (WK.)

1) GOOD VS. TIGHT PLAYING D. LINE. "MIRED IN"
2) GOOD AS A CHANGEUP FROM 16-17, 18-19 STUFF
3) BOOK WEAKSIDE EMOL

4) GOOD INTO FLIP VS. WIN WALKAWAY
5) <u>FEATURE TO FB FROM CHANGE TO HELP CHANGE FORMATIONS</u>

STAGGERED BACKS: BALANCED BACKS:



1) THIS QUICK PITCH MAY BE AN AUDIBLE STRONG OR WEAK VS. 8MAN FRONTS OR BLITZES.
2) Z CRACKS $ TO INSIDE LB
3) THE OT PULLS FOR THE CORNER
( ) THE FRONT SIDE GUARD USES A POSITION COG VS. A BUBBLE LOOK.
5) IF THE FRONT SIDE GUARD IS COVERED HE PULLS FOR THE NEXT MAN TO HIS OUTSIDE.
6) THE FB FAKES TRAP.

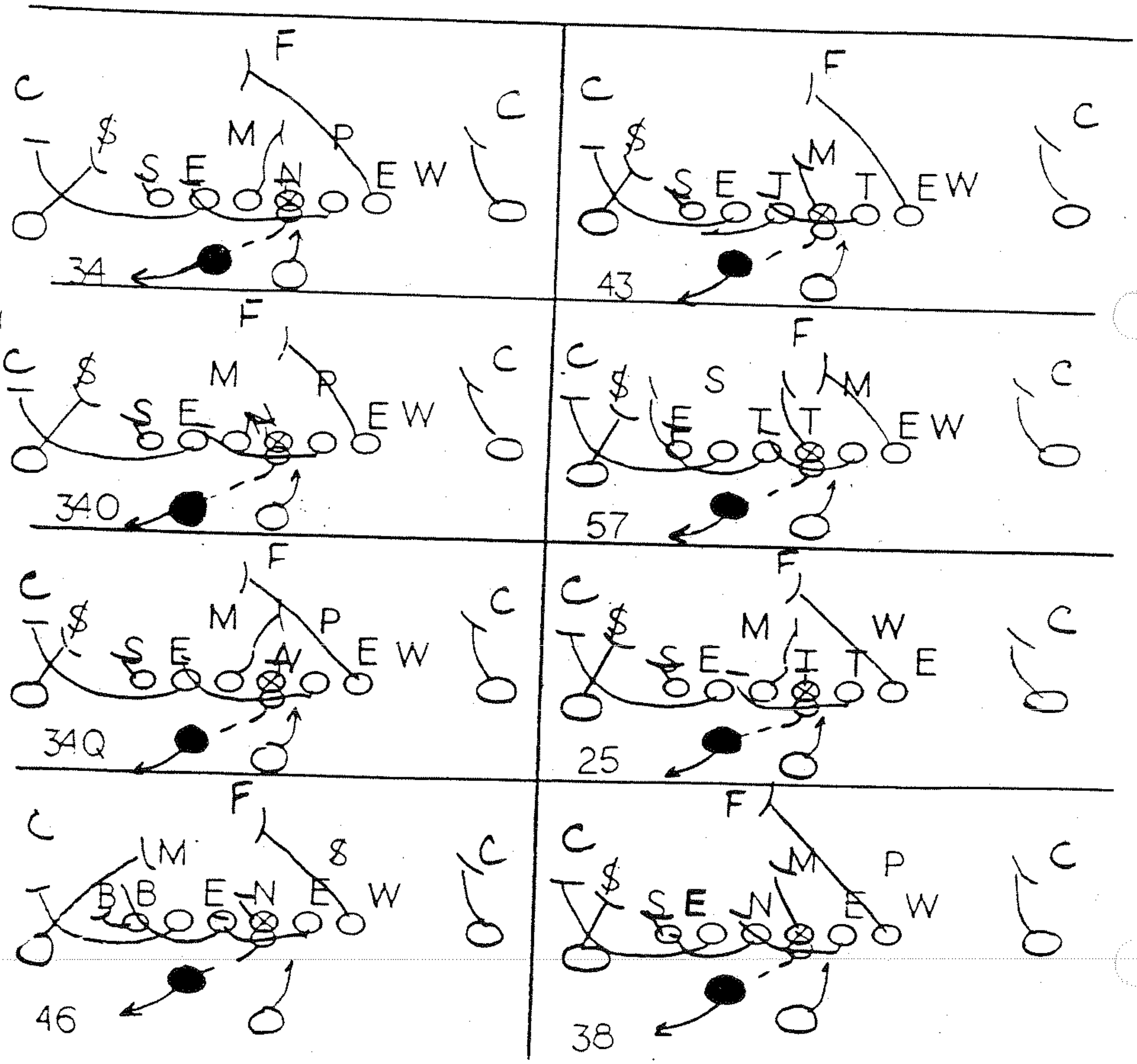
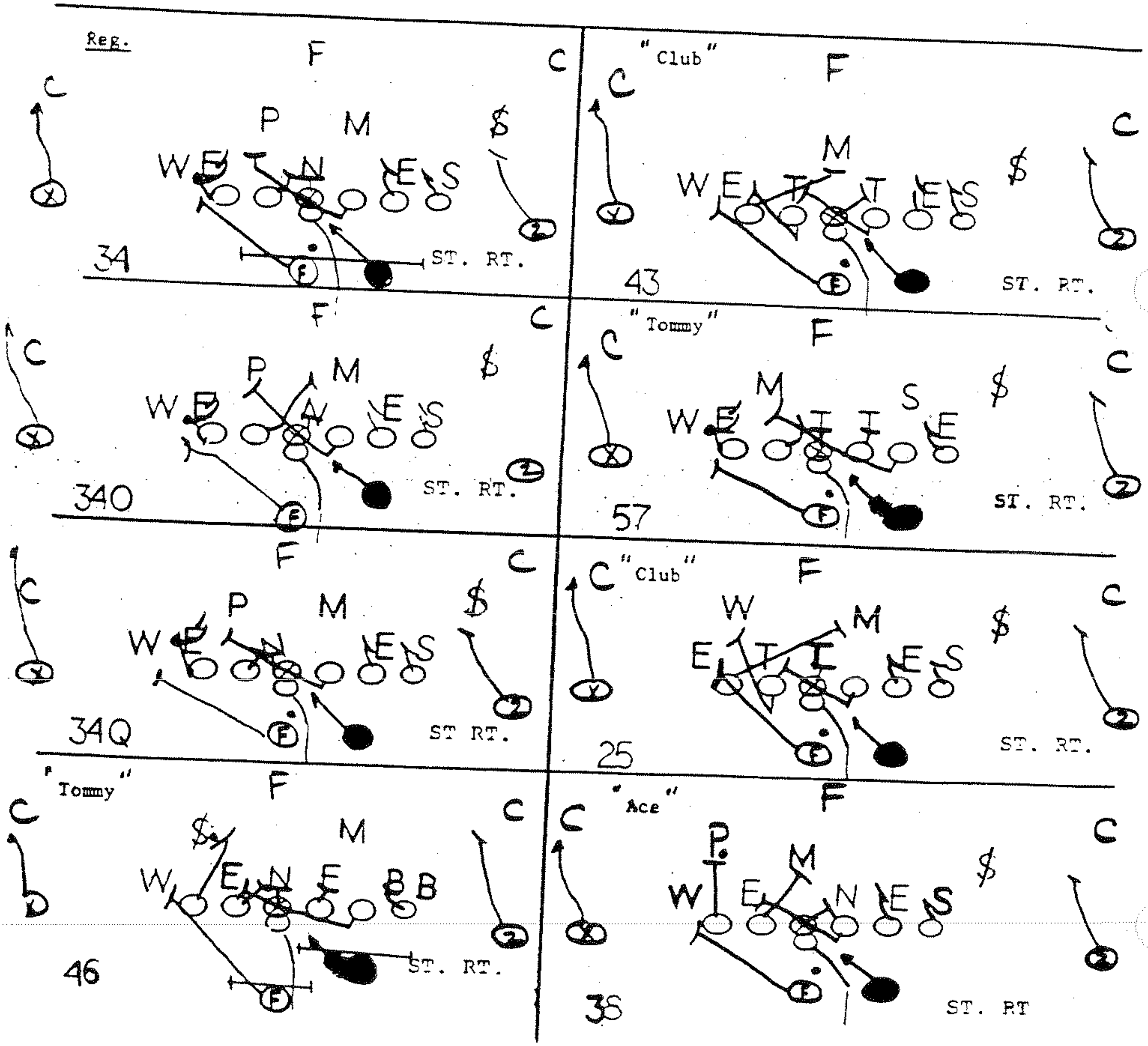


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Teen Series

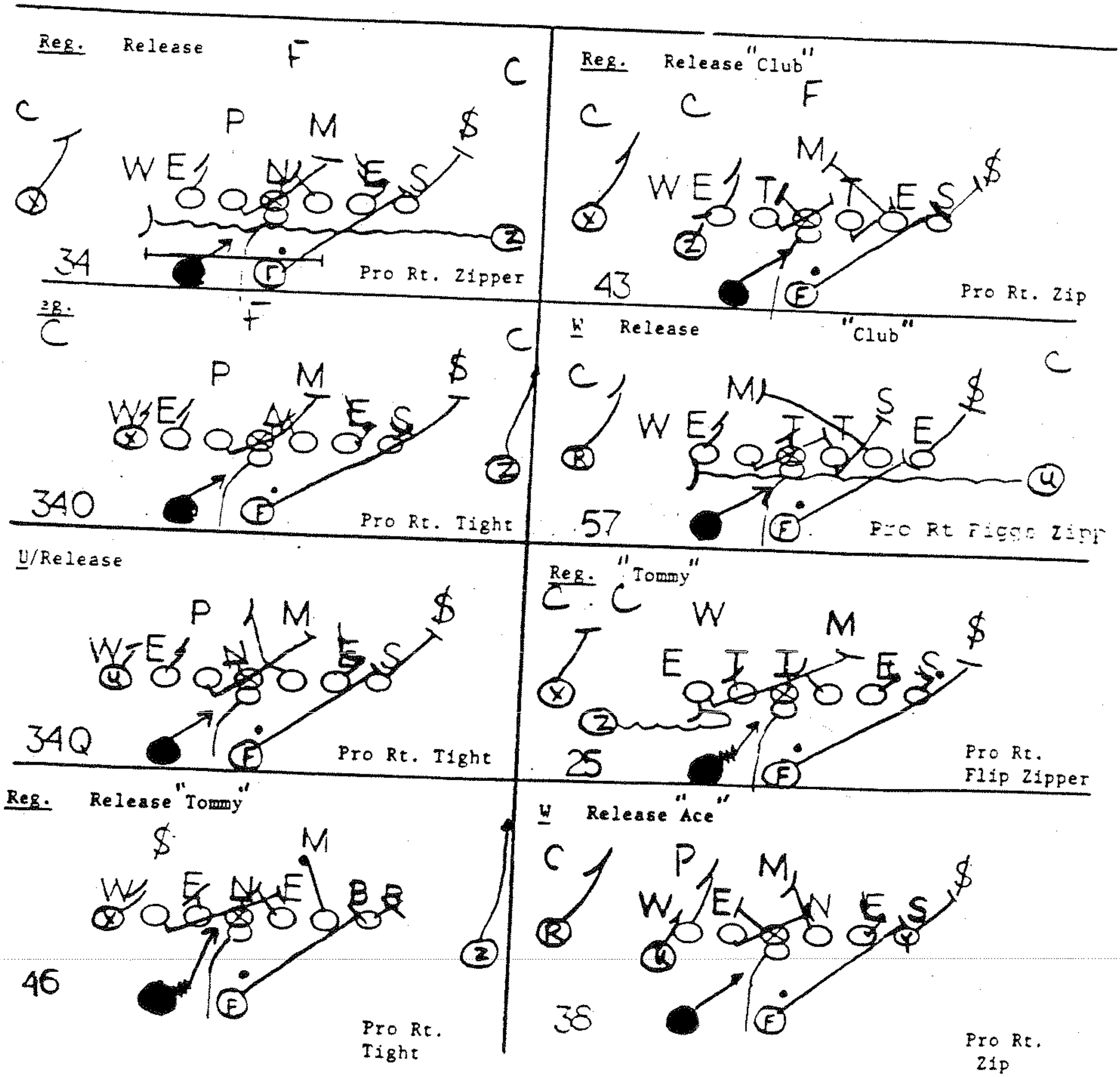
13 TRAP WEAK

1) USE "TOMMY" WHEN CENTER-BACKSIDE GUARD COVERED
2) VS. BUBBLE ONSIDE-TACKLE SHOW OUTSIDE HEAD THEN TWIST HIM OUT
3) ON "CLUB"- OFFENSIVE TACKLE BLOCK THE INSIDE LB. AS IF HE WERE GOING TO BLITZ
   TAKE A BIG SPLIT AND GET ON THE BALL



12 TRAP STRONG/POSS. RELEASE (NEED B.S. BLOCK)

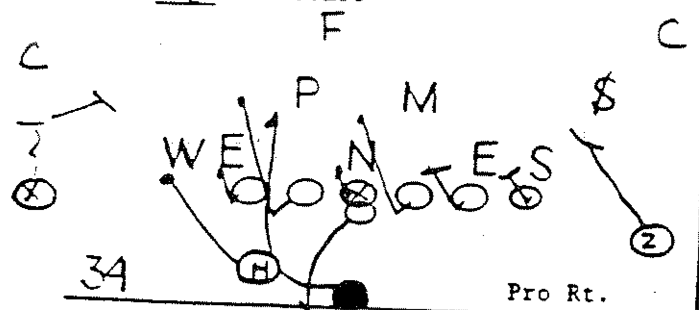
1) NEED A BACKSIDE BLOCK
2) SAME AS 12-13 TRAP WEAK
3) ON "CLUB"-OFFENSIVE TACKLE BLOCK THE INSIDE LB. AS IF HE WERE GOING TO BLI[illegible]
   TAKE A BIG SPLIT AND GET ON THE BALL



17 WEAK: CALL/EMOL/KICK/BLUFF

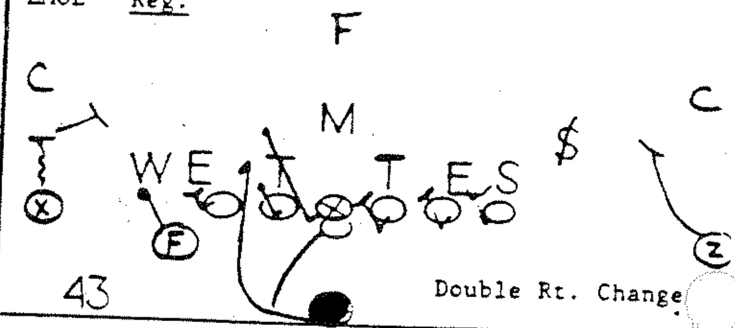
1) "CALL"- MAKE A CALL. (ONSIDE TACKLE OR QB) "COMBO OR LESTER"
2) "EMOL OR KICK"- SOMEONE OTHER THAN THE FRONTSIDE TACKLE HAS THE END MAN
3) THE BACK MUST STRETCH IT. DONT MAKE THE CUT UNTIL YOU ARE INTO THE LOS
4) THE ONSIDE COVERED LINEMEN USE A DROP STEP OR A TUFF STEP TECH
5) THE UNCOVERED LINEMEN USE A BUCKET STEP. THEY WILL ONLY PUT 1 HAND OUT UNLESS THEY READ FAST FLOW- 2 HANDS. THEY ONLY LOOK AT THE LB
6) WHEN COVERED ON THE BACKSIDE THE BLOCKERS USE A RIP TECH WITH A BUTT BLOCK
7) THE MORE THE POTENTIAL CUTBACK, THE DEEPER THE BACK LINES UP
8) ON THE FRONTSIDE THE BLOCKERS MUST NOT TWIST EM OUT TOO SOON. THE BLOCKERS MUST COVER UP ALL OF THE DEFENDERS SO THERE IS NO JERSEY SHOWING
9) MOTION MUST BE SNAPPED AT THE OUTSIDE LEG OF THE OT
10) THE FRONTSIDE TACKLE AND MOTION MAN ON EMOL OR KICK MUST USE "TEAM-ME" OR "RUB" TECHNIQUES VS. A "T" BUBBLE EVEN THOUGH THE BLOCKER IS IN MOTION. THE FRONTSIDE TACKLE BLOCKS AS IF THERE WERE A BLOCKER LINED UP TO HIS OUTSIDE.
11) ALL MUST USE OUTSIDE HEAD POSITION

Call Reg. "Combo"



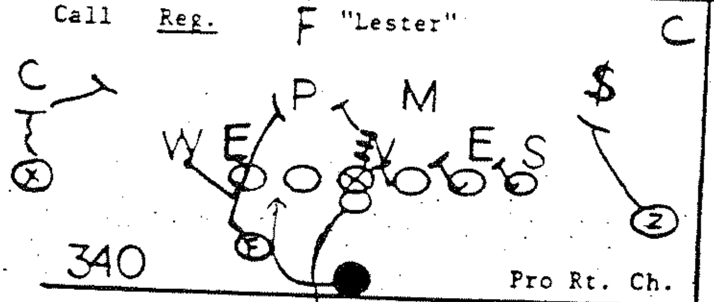
34 — Pro Rt.

EMOL Reg.



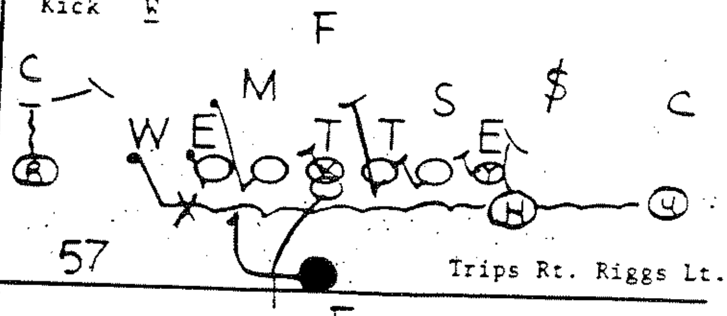
43 — Double Rt. Change

Call Reg. "Lester"



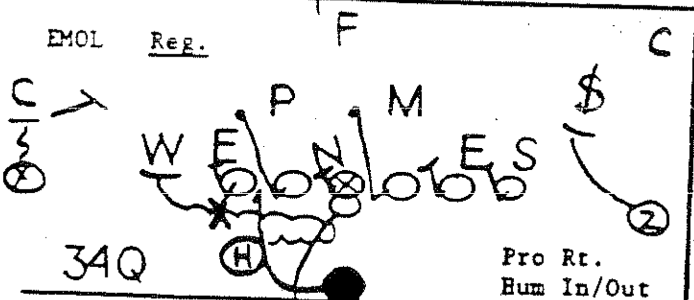
340 — Pro Rt. Ch.

Kick W



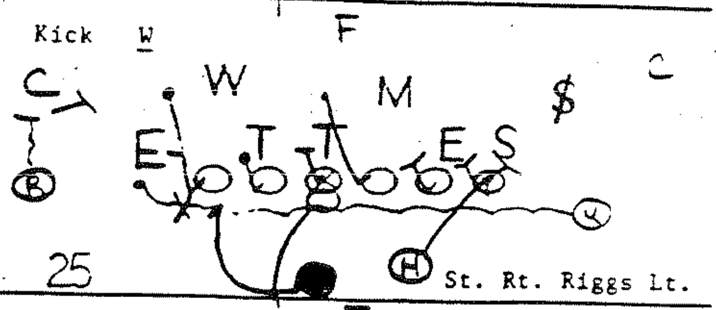
57 — Trips Rt. Riggs Lt.

EMOL Reg.



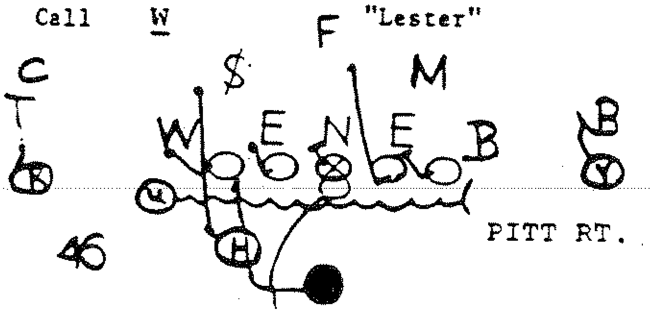
34Q — Pro Rt. Hum In/Out

Kick W



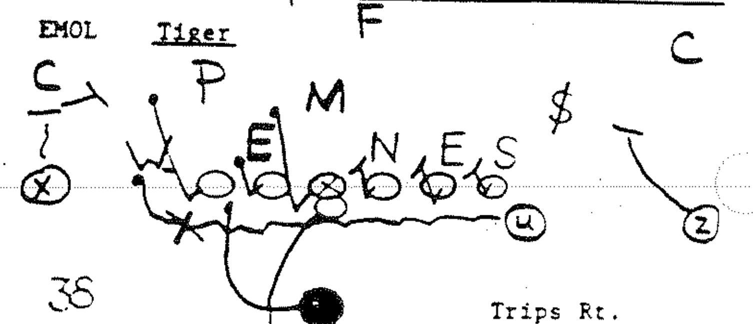
25 — St. Rt. Riggs Lt.

Call W "Lester"



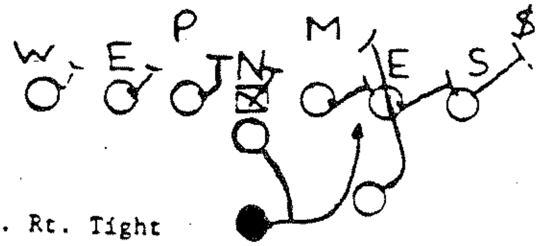
46 — PITT RT.

EMOL Tiger



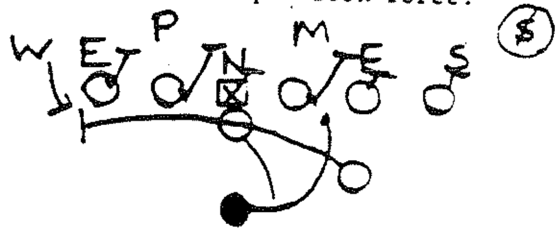
38 — Trips Rt. Riggs Lt.

1) Need a BS Block.
2) The frontside tandem motion must be snapped at the inside leg of the tight end.
3) Use the same rules as 16-17 Weak, except no "Call."
4) If the nose is grabbing the center the backside guard must use a 2-handed tec
5) 16-17 Fan-Ralph-Lester with Y release.

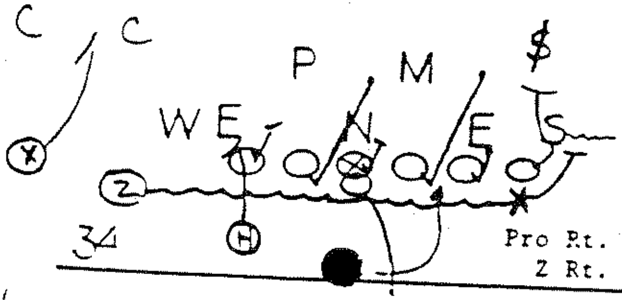


U-St. Rt. Tight
16 Fan

6) 16-17 Book = Strong form and lead back blocks zip. Book force.

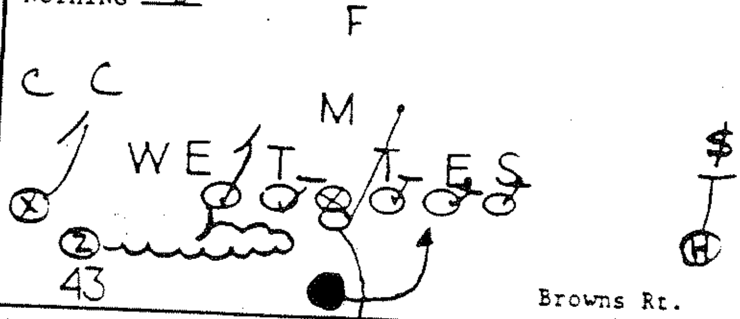


Mike EXTRA Reg. Tandem



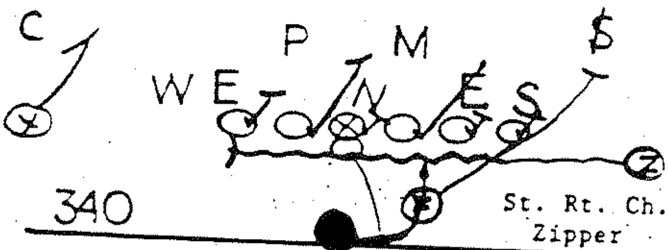
Pro Rt. Flip
Z Rt.

NOTHING Reg.



Browns Rt.

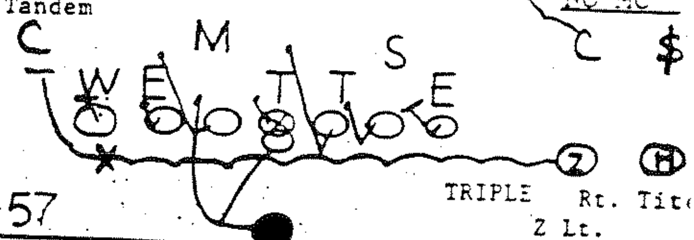
ss Reg.



St. Rt. Ch.
Zipper

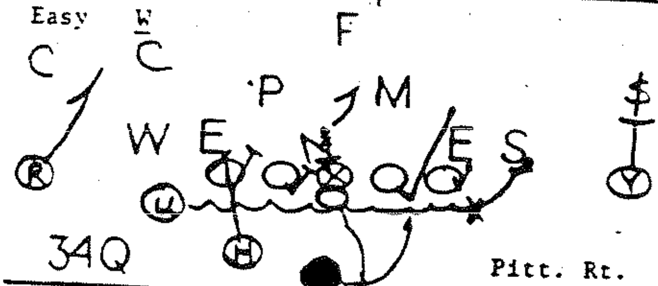
17 Mike Wk. U
EXTRA
Tandem

ALSO 16 MATCH ST
NO MO



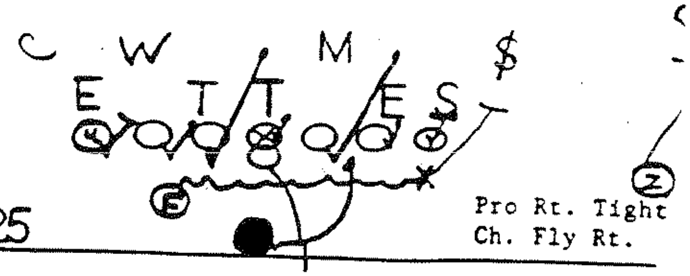
TRIPLE Rt. Tite
Z Lt.

Easy W



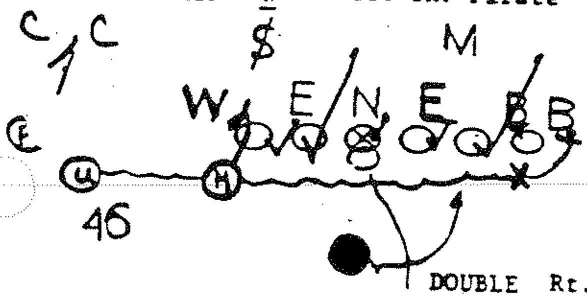
Pitt. Rt.

Boss EXTRA U Tandem



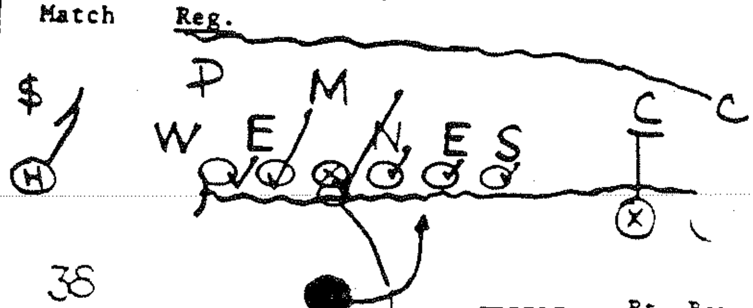
Pro Rt. Tight
Ch. Fly Rt.

Mike EXTRA W Poss. Ck. Pirate"



DOUBLE Rt. Flip
Riggs Rt.

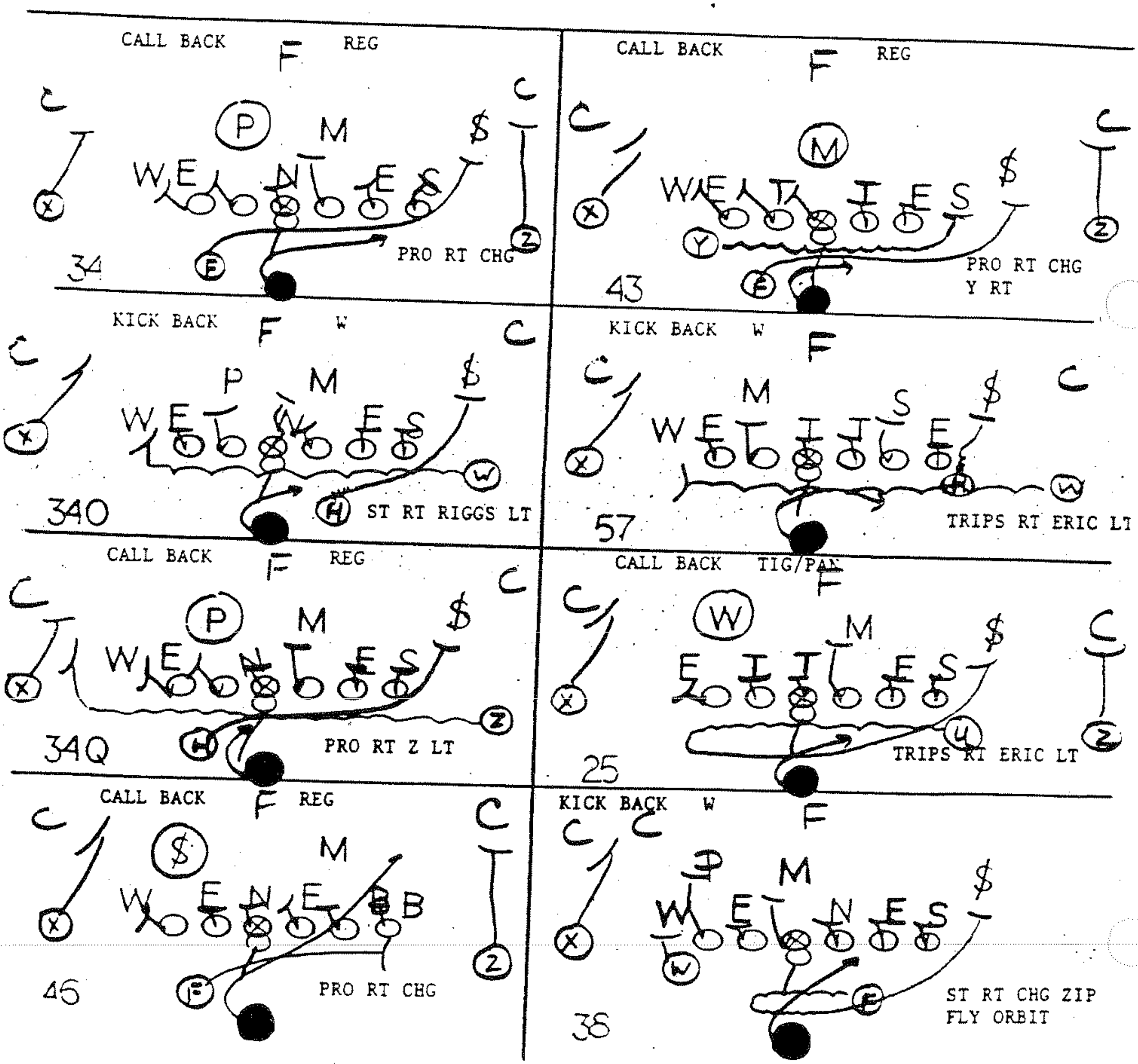
Match Reg.



TRIPLE Rt. Box
Zipper

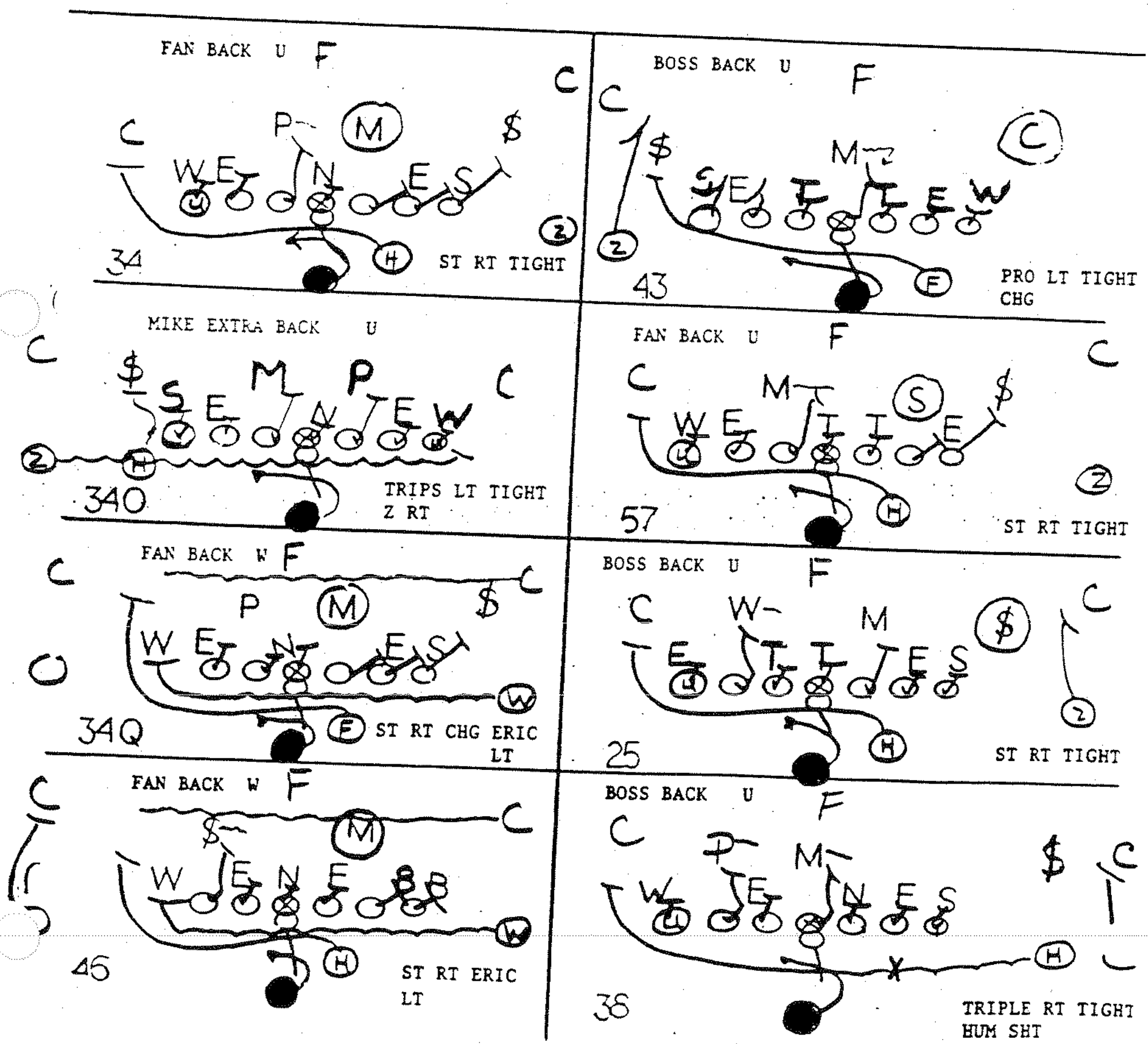
17 BACK WEAK: CALL BACK/KICK BACK

1) BACK MEANS WE START THE INITIAL 16-17 ACTION WEAK BUT IT IS A PREDETERMINED CUTBACK STRONG
2) THE RUNNER READS THE BACKSIDE END FOR HIS CUT
3) ON CALL BACK WE WILL FAN A FRONTSIDE BUBBLE LOOK AND BOOK THE INSIDE LB. AGAINST A STRAIGHT 43 WE WILL USE LUCKY RINGO TECHS. BOOKING THE MIKE
4) THE BOOKED LBS ARE CIRCLED BELOW



16 BACK STRONG; FAN BACK/BOSS BACK/MIKE EXTRA BACK

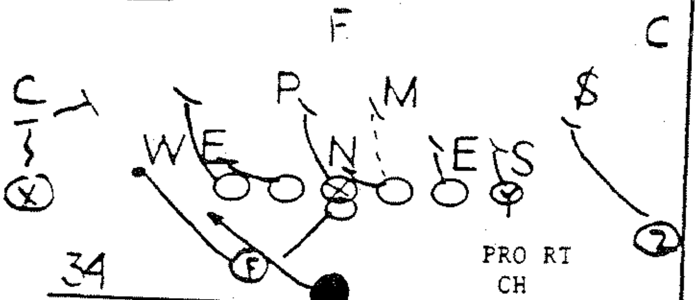
1) BACK STRONG MEANS WE START THE INITIAL 16-17 ACTION STRONG BUT IT IS A PREDERMINED CUTBACK WEAK
2) WE SHOULD MAJOR IN FAN BACK VS A BUBBLE LOOK ONSIDE. VS A 43 LOOK USE BOSS BAC
3) ON FAN BACK WE BOOK THE INSIDE LB ONSIDE. ON BOSS BACK WE BOOK THE FORCE MAN



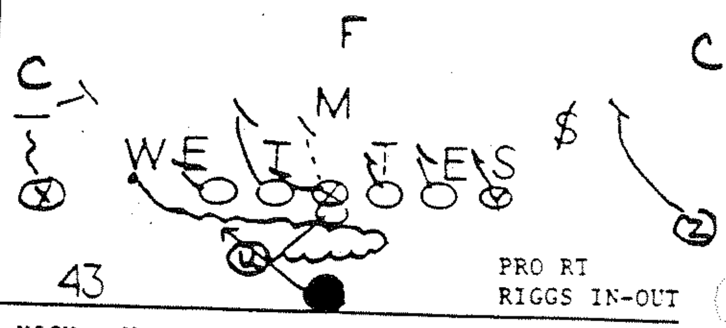
19 WEAK: CALL/EMOL/KICK

1) "CALL"- MAKE A CALL. (ONSIDE TACKLE OR QB) "TIGHT OR LESTER"
2) NOT AS GOOD A PLAY AS 16-17 AGAINST A WIDE PLAYING DE OR A HARD CHARGING OUTSIDE LB
3) THE FRONTSIDE TACKLE AND MOTION MAN ON EMOL OR KICK MUST USE "PONY" OR "RUB" TECHNIQUES VS. A "T" BUBBLE EVEN THOUGH THE BLOCKER IS IN MOTION. THE FRONTSIDE TACKLE BLOCKS AS IF THERE WERE A BLOCKER LINED UP TO HIS OUTSIDE.
4) THE FRONTSIDE BLOCKING TECHNIQUE USED VS. DOWN LINEMEN BY ALL BLOCKERS EXCEPT THE MAN BLOCKING THE EMOL IS A RIP OR HANDS TECH.
5) THE EMOL BLOCKER MUST USE OUTSIDE HEAD AND NOT TWIST EM TOO SOON AS HE IS RIGHT AT THE POINT OF ATTACK
6) ALL UNCOVERED MEN, FRONT OR BACKSIDE USE A CROSSSTEP TECH TO OVERTAKE THE DOWN DEFENDER, KEEPING THE EYES ON THE DOWN MAN
7) ON THE BACKSIDE WHEN COVERED BY DOWN LINEMEN ALL USE 8-9 HOLE RIP THEN BUTT BLOCK
8) THE ANGLE OF THE FRONTSIDE BLOCK IS VERY IMPORTANT.
9) A SLANTING IN 2 TECH SHOULD NOT MAKE THE PLAY

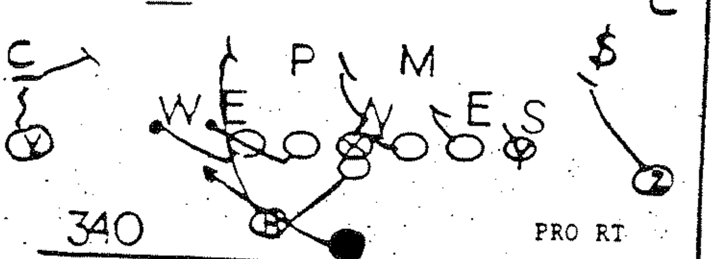
CALL REG "TIGHT"



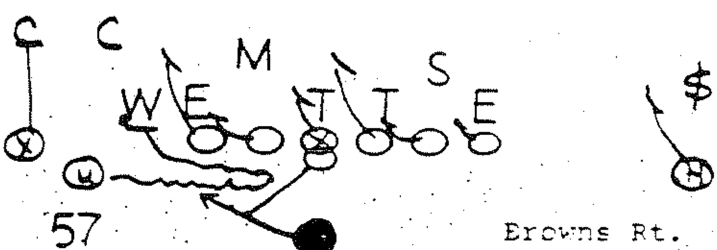
EMOL - TIG/PAN



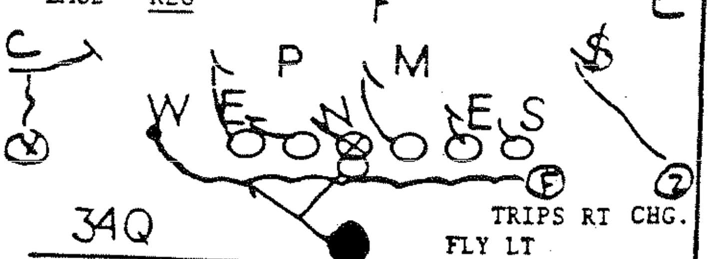
CALL REG "LESTER"



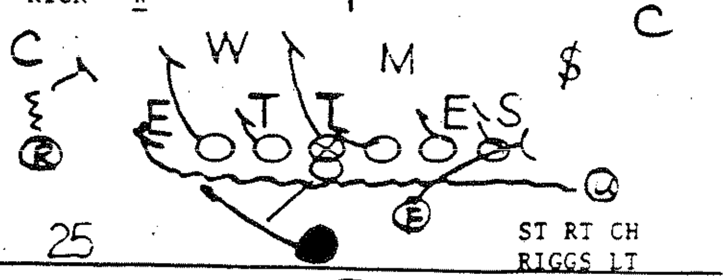
KICK W



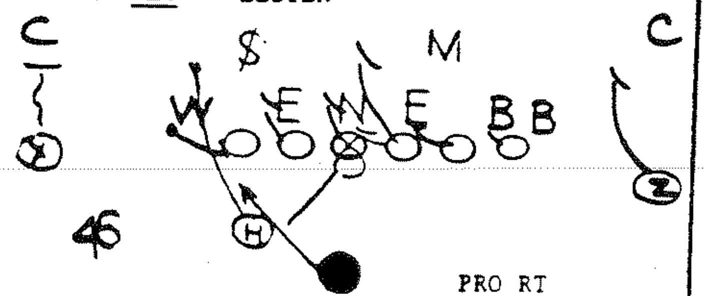
EMOL REG



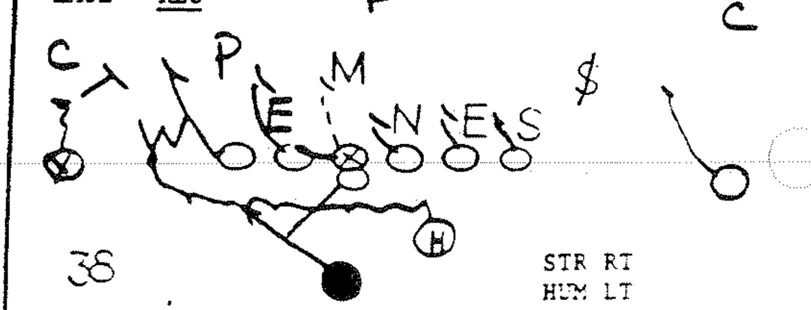
KICK - W



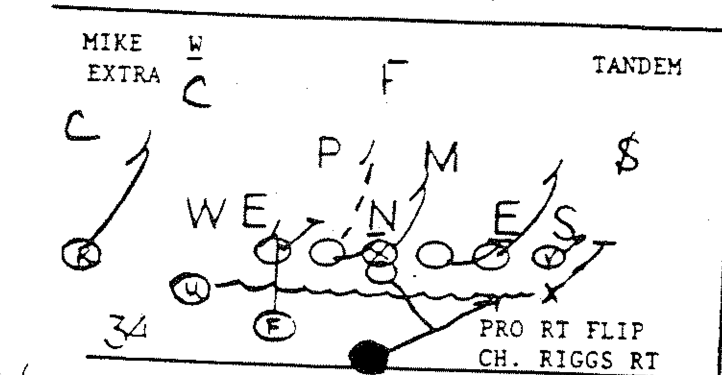
CALL REG "LESTER"

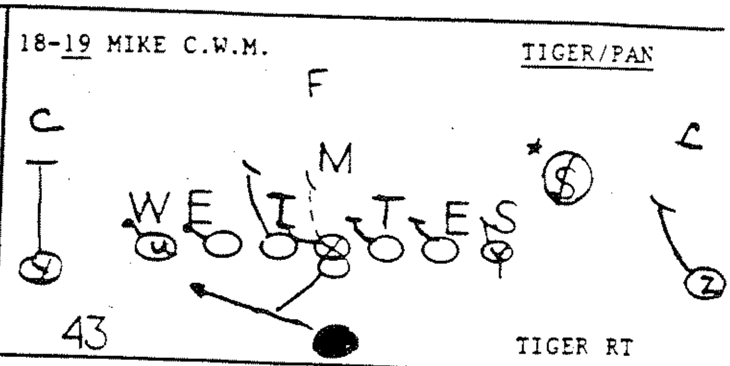


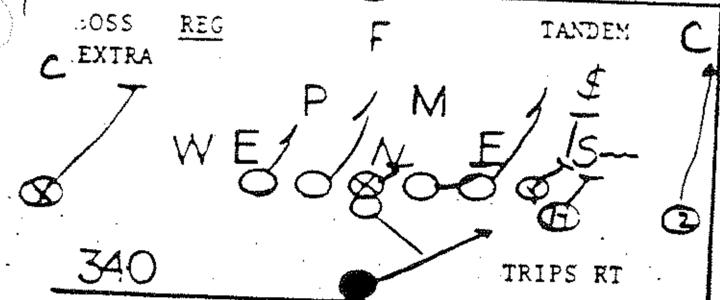
EMOL REG

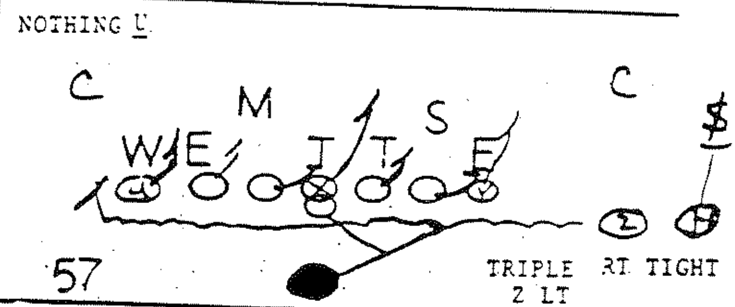


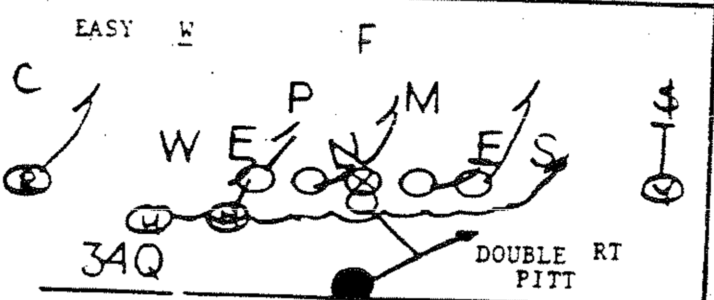
1) THE TANDEM BLOCK IS VERY IMPORTANT HERE, AS THE DOUBLE TEAM FOR THE OUTSIDE LB AND $ CREATES BIG MOVEMENT AT THE POINT OF ATTACK. THE BACK IS RUNNING RIGHT AT THE TANDEM. LET THE MOTION GET WIDE ENOUGH
2) SAME RULES AS 18-19 WEAK EXCEPT NO "CALL"
3) NOT AS GOOD AS 16-17 VS. A WIDE PLAYING DE. (4-3) DEFENSE. THE BALL IS GOING RIGHT AT THE POINT WHERE THE OFFENSIVE TACKLE DOESNT HAVE A GOOD POWER ANGLE
4) THIS IS A GOOD PLAY VS. A "T" BUBBLE (SOFT SPOT)
5) ON THE TE- TACKLE PONY, THE TIGHT END WILL GET A LITTLE MORE OF THE EMOL THAN THE TACKLE WOULD FOR THE GUARD VS. A BUBBLE OVER THE GUARD
6) THE FRONTSIDE BLOCKING TECHNIQUE USED VS. DOWN LINEMEN BY ALL BLOCKERS EXCEPT THE TE IS A RIP OR A HANDS TECH.
7) THE TIGHT END WILL USE OUTSIDE HEAD POSITION AND DONT TWIST HIM OUT TOO SOON BECAUSE YOU ARE RIGHT AT THE POINT OF ATTACK
8) A SLANTING IN 2 TECH SHOULD NOT MAKE THE PLAY

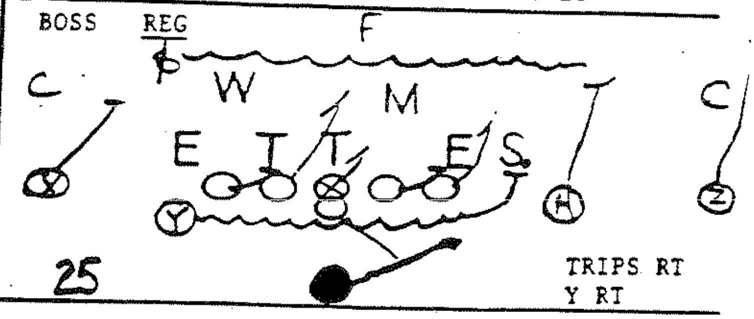


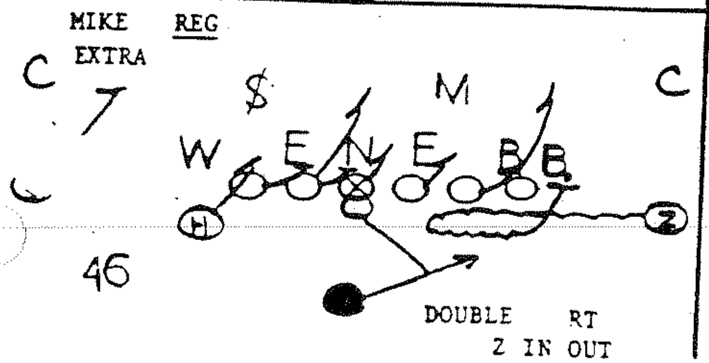


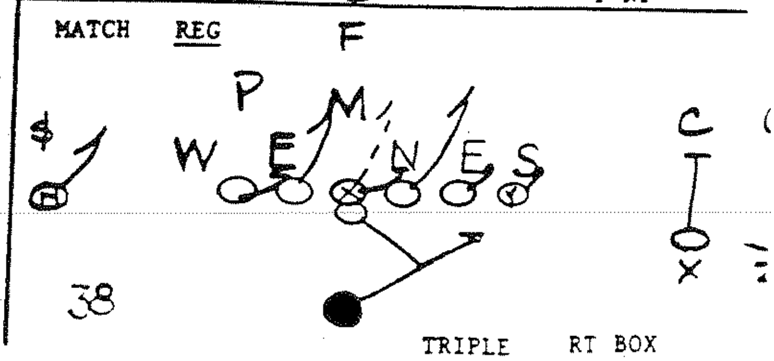












18 DICK STRONG

1) We used with Y Personnel in 1989.

2) Z Motion set up 17-19 Mike Extra Weak.

3) Dick gives us a Double TEam by two T.E.'s on the EMOL to the first ISLB.

4) Tackle always blocks down vs. "T" Bubble.

5) Vs. a 4-3 Look we will use "30" or "40" blocking. "30" means the center can reach the DT and keep the Dick on. "40" means the center will block the MLB and the OT and TE will block down.

6) We must use a down call vs. A walk up LB over the guard.

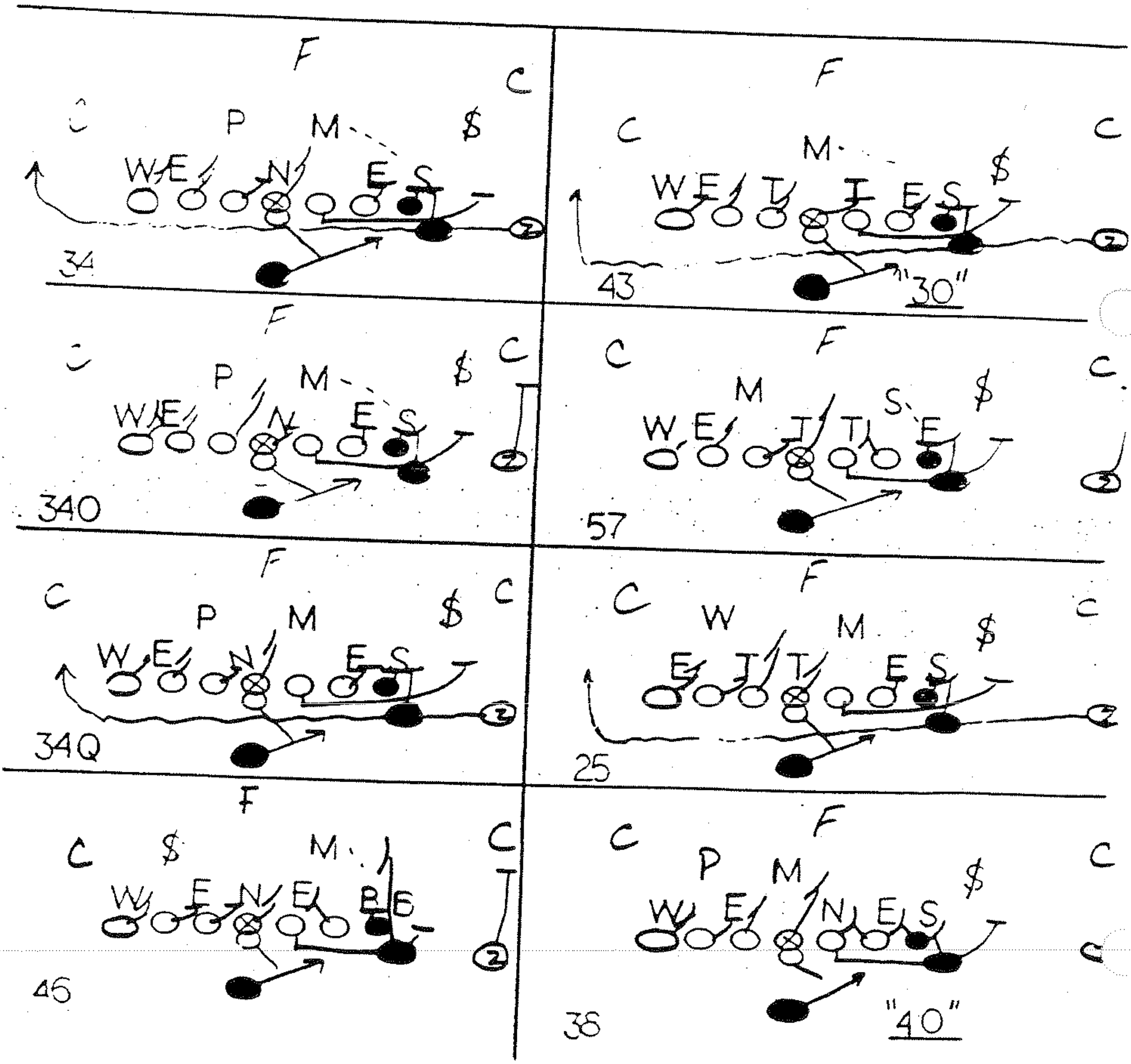
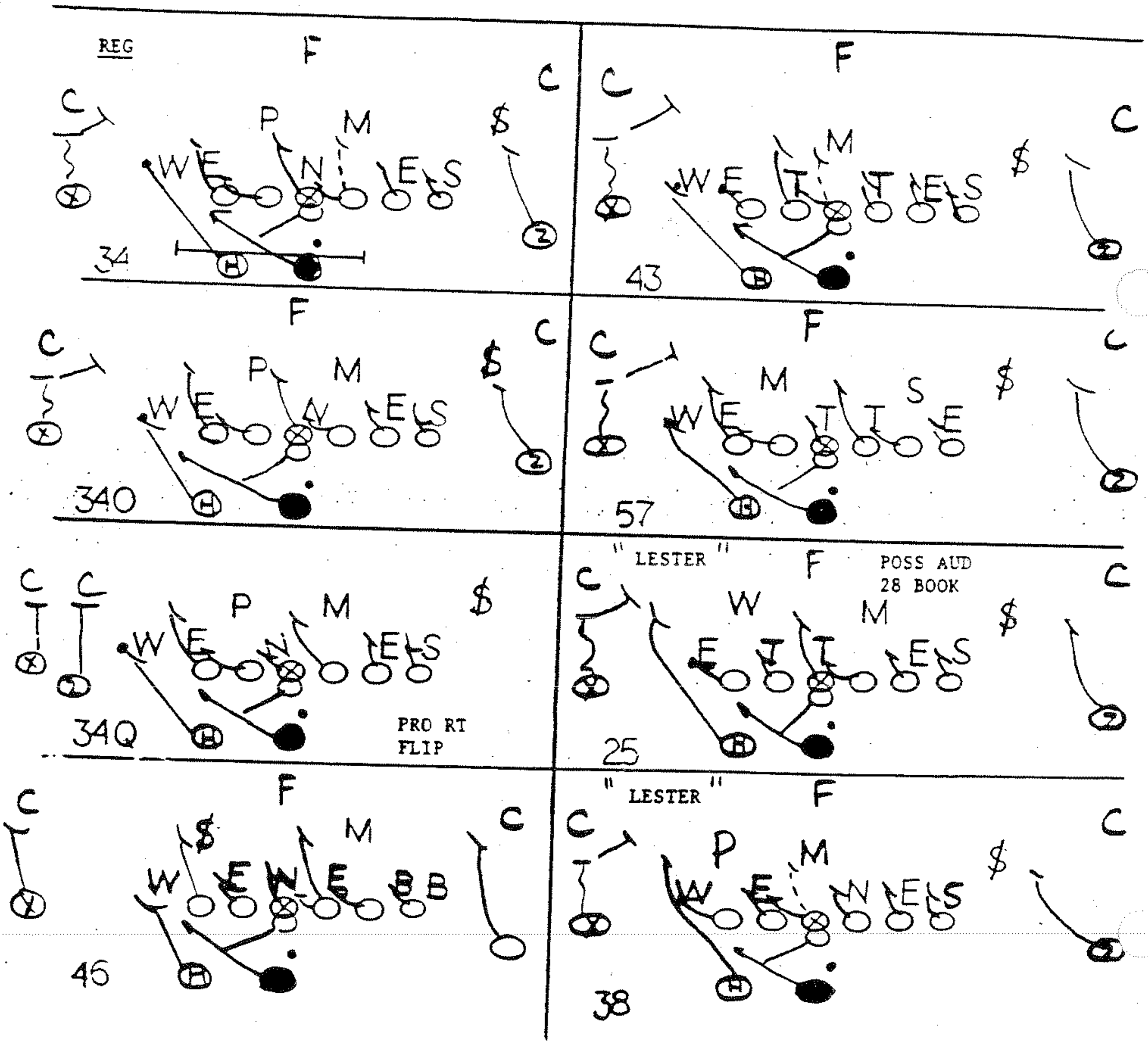


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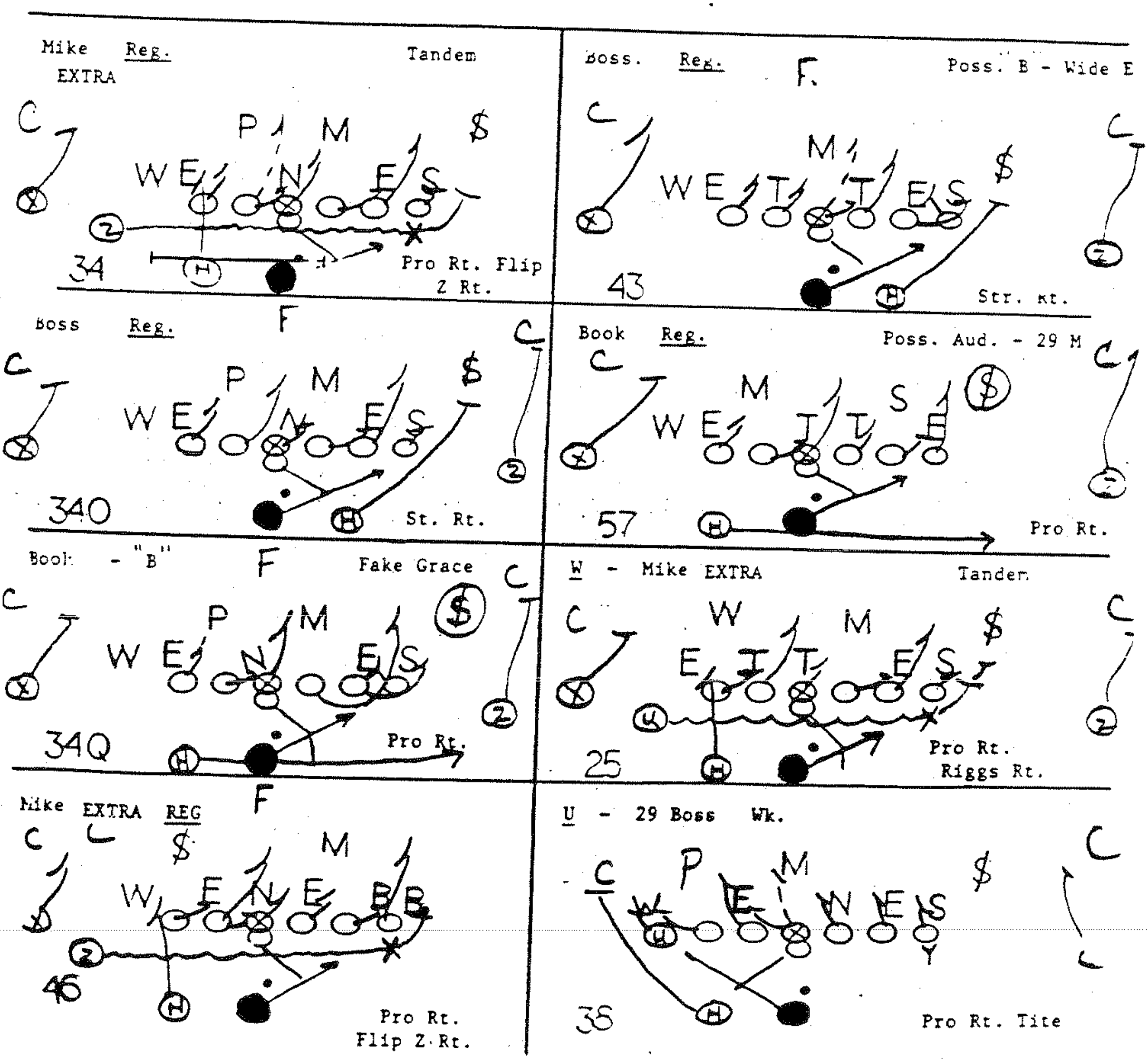
20 Series

29 M WEAK/POSS MATCH/POSS AUD 28 BOOK

1) THIS IS GENERALLY AN AUDIBLE USED WITH BALANCED PRO BACKS
2) THIS IS ONLY A GOOD PLAY VS A DE THAT IS NOT WIDE AND AN OUTSIDE LB WHO IS NOT CRASHING
3) THIS IS A GOOD PLAY VS CLOSE EMOLS IN A REDUCED DEFENSE
4) THIS IS GENERALLY A CARI
5) BLOCKERS USE 18-19 HOLE BLOCKING
6) LESTER BLOCKING VS A "T" BUBBLE REALLY CONSTRICTS THE HOLE. GAME PLAN MAY PUT HB ON EMOL OR AUDIBLE THE OTHER WAY
7) THE FULLBACKS ANGLE I˙˙ NOT CONDUCIVE TO CUTTING BACK.
8) THE PLAY IS NO GOOD WHEN THERE IS ANY PENETRATION OUTSIDE THE FRONTSIDE TACKLE AREA AS THIS IS A MUCH SHARPER POINT OF ATTACK THAN 18-19
9) USED AS A CHECK AWAY FROM THE BLITZ OR REDUCED AS THE END AND OSLB ARE SOFTER



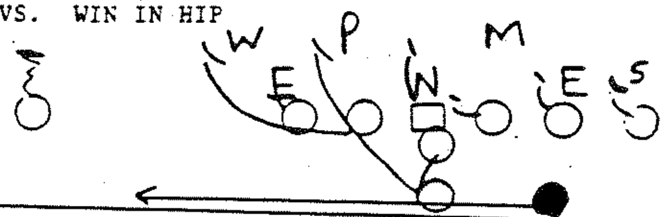
1) THIS MAY BE AN AUDIBLE
2) THIS PLAY IS NOT GOOD VS A WIDE DE. (16-17, 18-19) BETTER
3) THIS PLAY IS USED WITH STRONG BALANCED BACKS IN SOME COMBINATION WITH 29 GEORGE, OR 13 TRAP WEAK
4) THE MOTION MAN FRONTSIDE MUST GET WIDE ENOUGH TO GET A GOOD TANDEM. THIS PLAY HITS SHARP AND FAST AT THE TE AREA
5) 28-29 BOOK FROM FRO FORMATION FITS WITH HB 28 GRACE WITH B BLOCKING
6) USE THE SAME RULES AS 18-19 HOLE BLOCKING STRONG

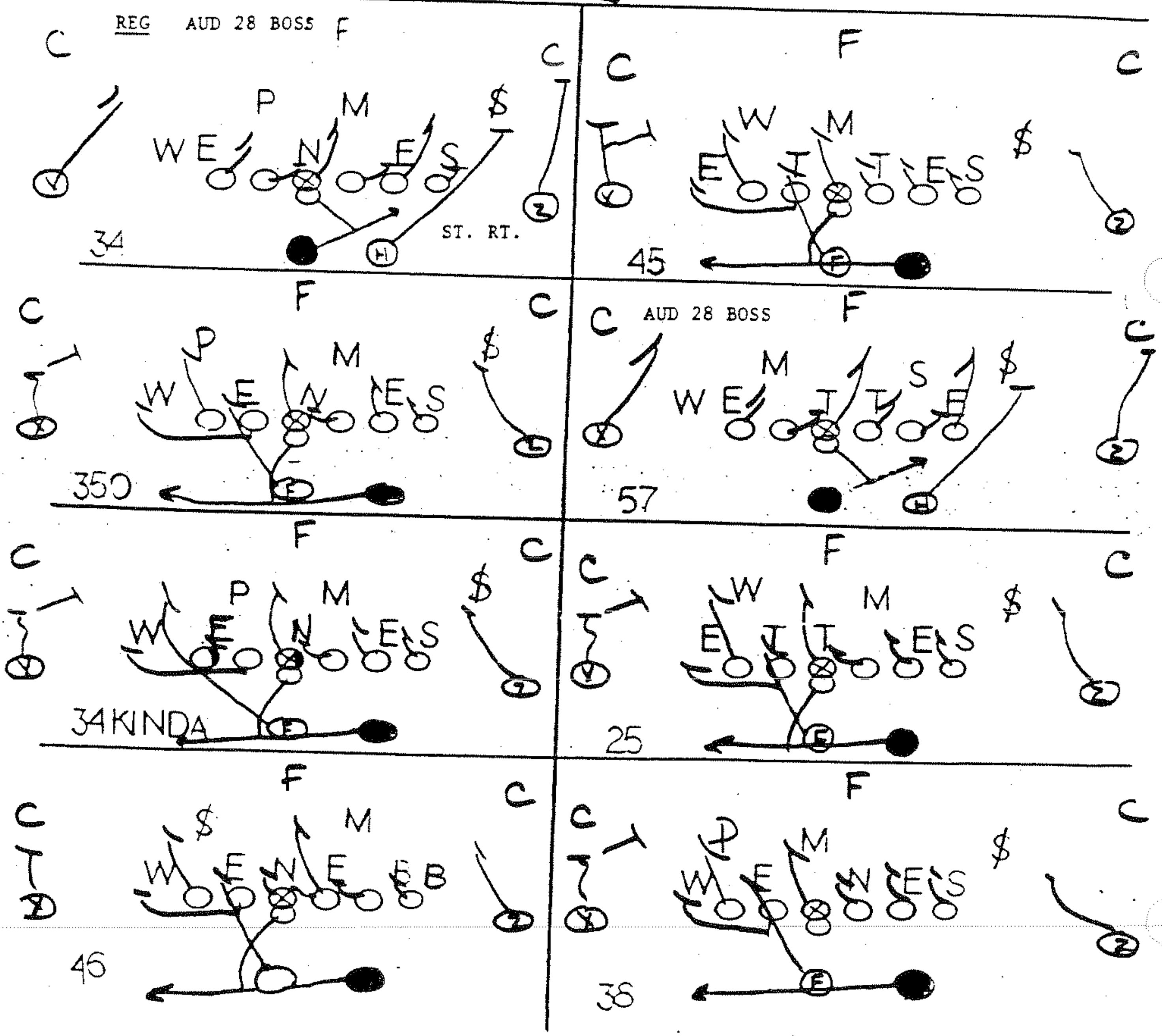


29 GEORGE (GOOD VS. REDUCED ONLY) AUD 28 BOSS

1) THIS IS ALWAYS AN AUDIBLE OR A CHECK
2) THIS PLAY IS ONLY GOOD WHEN THE WEAKSIDE DE IS INSIDE, IS GOING INSIDE OR VS. A "T" BUBBLE
3) THIS GIVES US SOMETHING WEAKSIDE FROM STRONG BALANCED BACKS
4) THIS PLAY USUALLY FITS WITH 28 BOSS AS A CHECK
5) THE TOUGH BLOCK IS FOR THE X TO HOLD THE BLOCK ON THE WEAKSIDE FORCE
6) IF THE WEAKSIDE EMOL IS CLOSE TO THE FRONTSIDE TACKLE, THE TACKLE MAY REACH HIM AND MAKE A "RUB" CALL TO THE PULLING GUARD

7) GOOD VS. WIN IN HIP

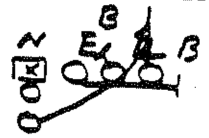


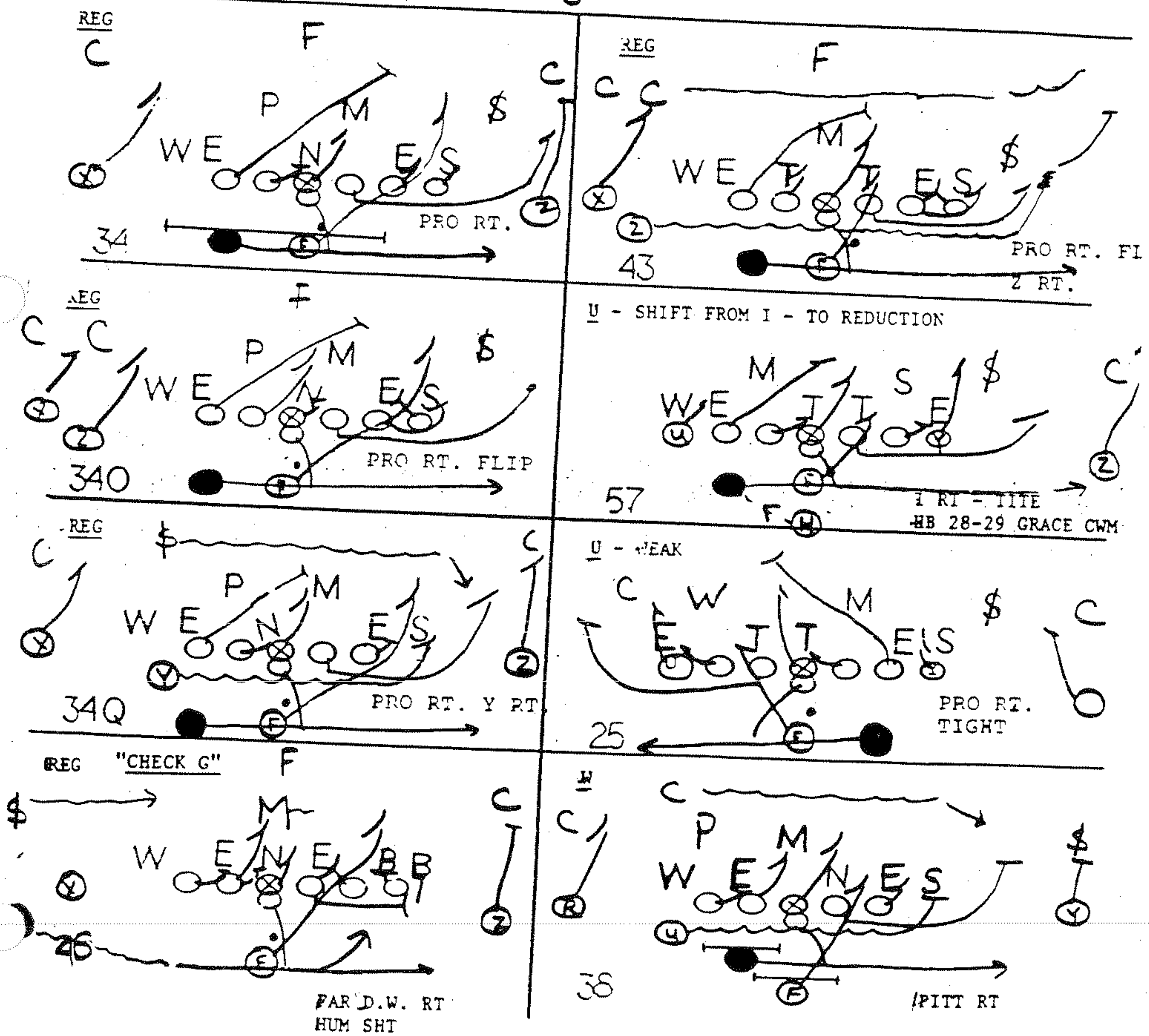


HB 28 GRACE/POSS B/POSS ZORRO / POSS CK. "G" VS. BEARS

1) THIS IS A PLAY GENERALLY FROM PRO BALANCED BACKS, BUT REALLY HELPS THE 16-17, 18-19 PACKAGE WHEN RUN FROM STAGGERED PRO BACKS
2) THIS PLAY IS NO GOOD VS A WIDE OUTSIDE LB. GET OUT OF THE PLAY OR TREAT THE OSLB THE PULLING GUARDS MAN AND RELEASE THE TIGHT END INSIDE FOR THE SECONDARY
3) THIS IS USED WITH FOX 2 DRAW AS AN AUDIBLE VS. A "T" BUBBLE
4) USE 28 B BOOK TO HELP THE PLAY
5) USE WITH FAR DOUBLE WING, HUM SHORT

6) POSS. CHECK "G" VS. BEARS LOOK TO SEAL PENETRATION OF THE 3 TECH. THE OT BLOCKS DOWN AND THE FB BLOCKS THE INSIDE LB. NORMALLY ON GRACE THE FB BLOCKS THE 3 TECH AND THE OT PONYS WITH THE TE FOR THE INSIDE LB. SEE BOTTOM LEFT DIAG.





5

HB 22 GRACE- GODD VS 43 DEFENSE WITH TAKE BLOCKING

THIS PLAY IS GOOD WHEN WE BLOCK HB 28 GRACE VS A 43 WITH TAKE BLOCKING THEN RUN HB 22 GRACE WITH THE SAME BLOCKING

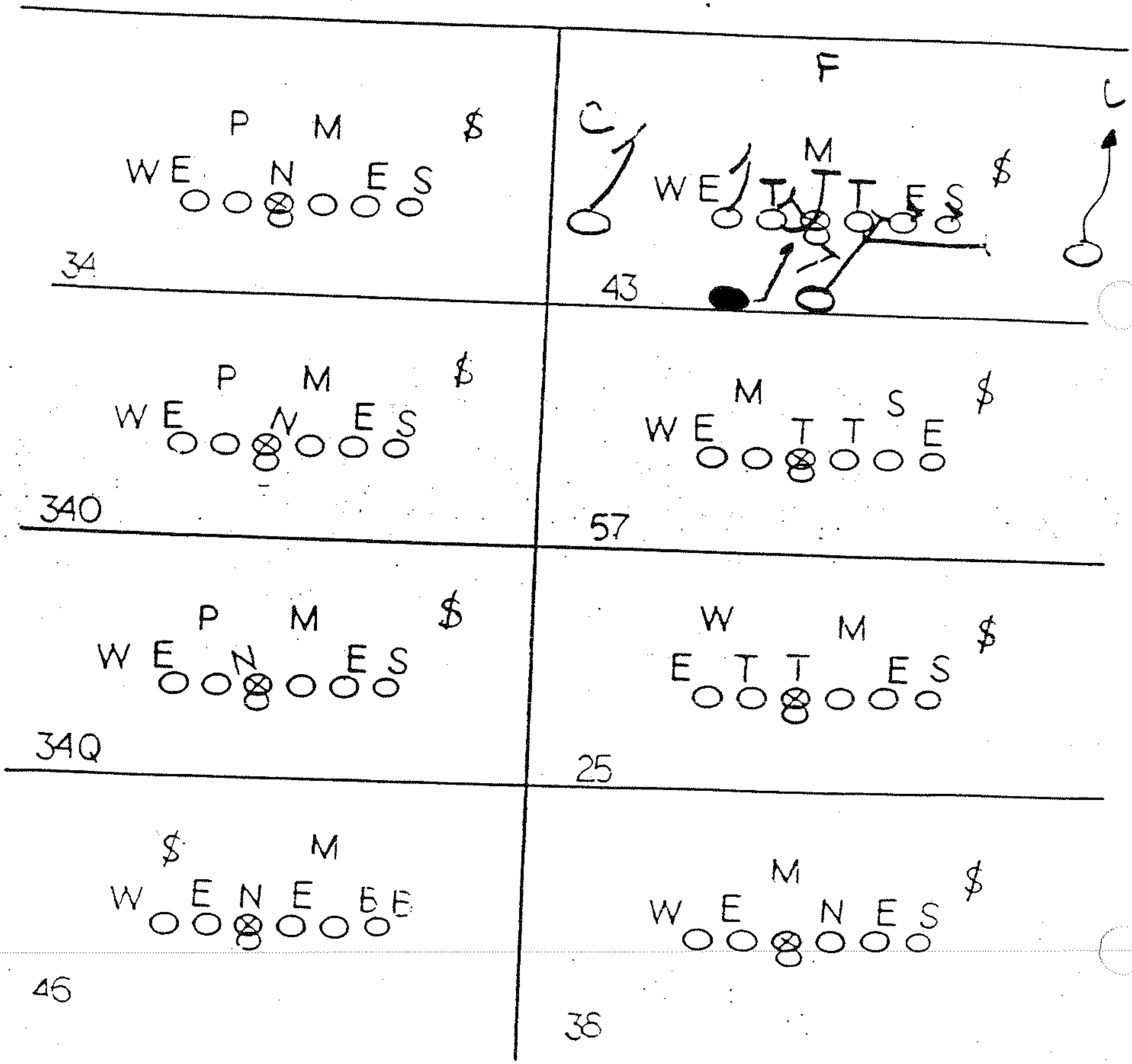
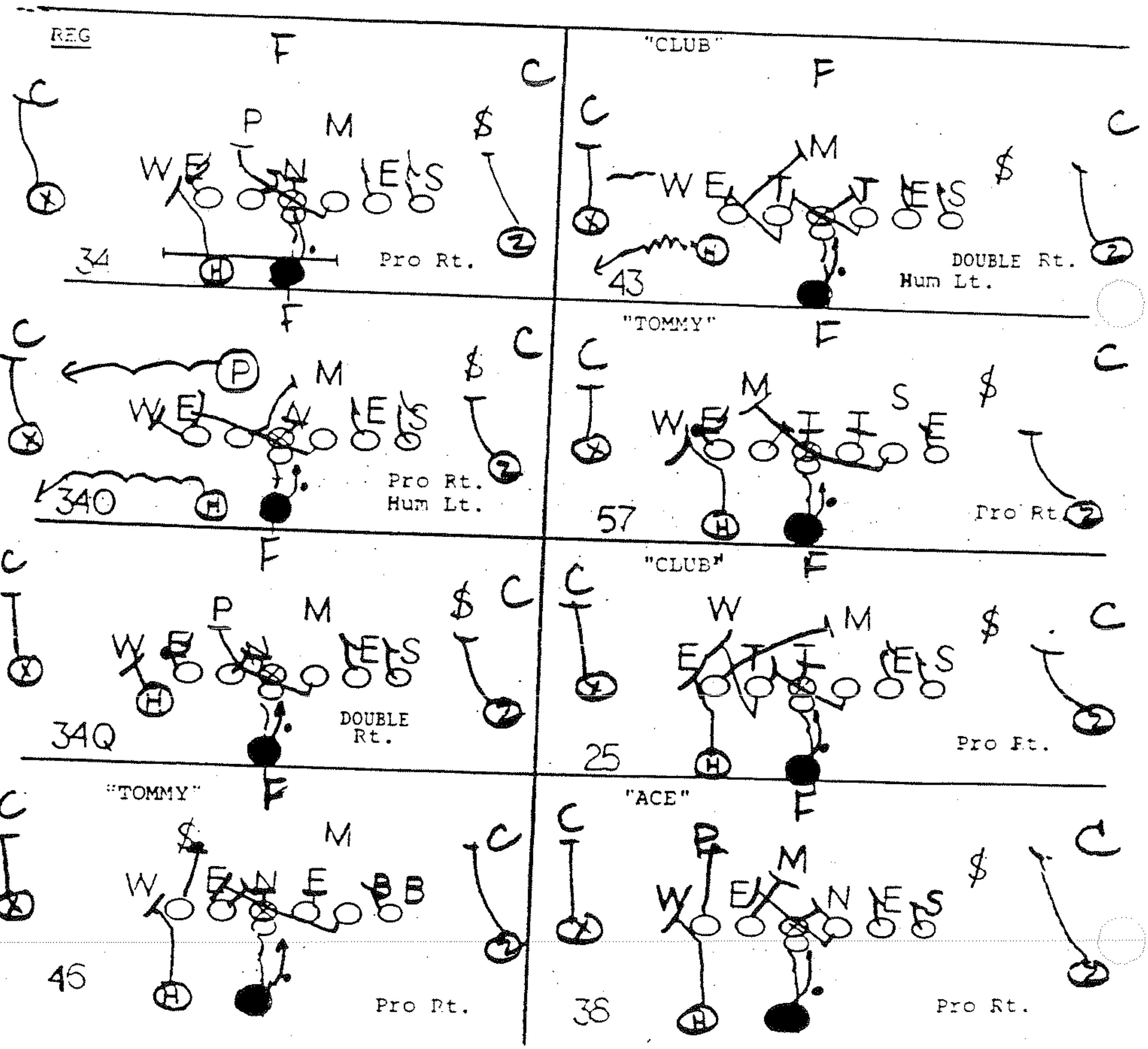


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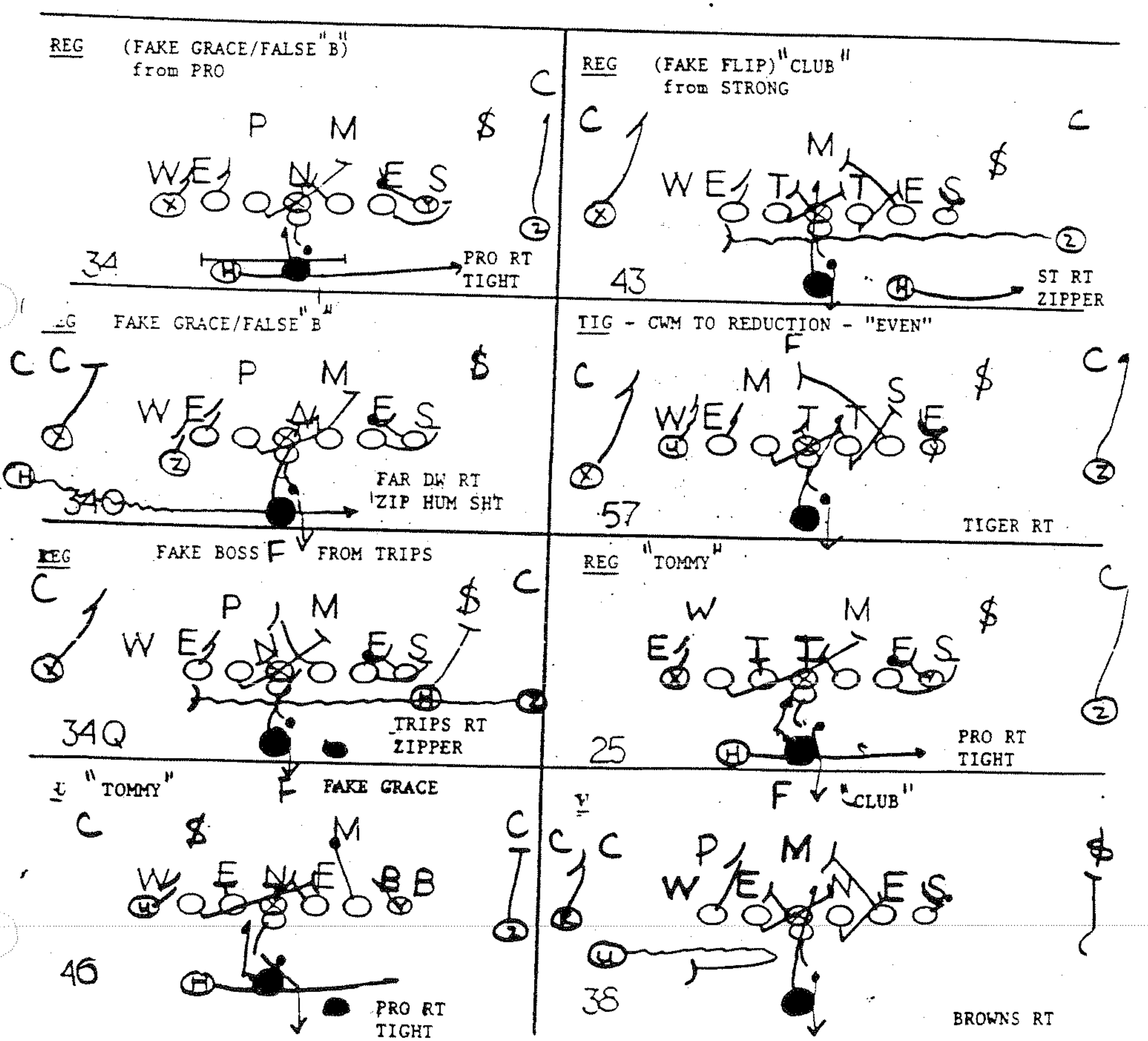
30 Series

33 TRAP WEAK

1) THIS IS A QUICK HITTER
2) THIS FITS WITH PRO BALANCED BACKS
3) USE HB MOTION TO DRAW PEG OR WIN OUT IF MAN COVERAGE
4) WE DONT RUN THIS PLAY MUCH
5) USE "TOMMY" WHEN CENTER AND BACKSIDE GUARD ARE COVERED
6) VS. BUBBLE FRONTSIDE, TACKLE SHOW OUTSIDE HEAD POSITION THEN TWIST HIM OUT

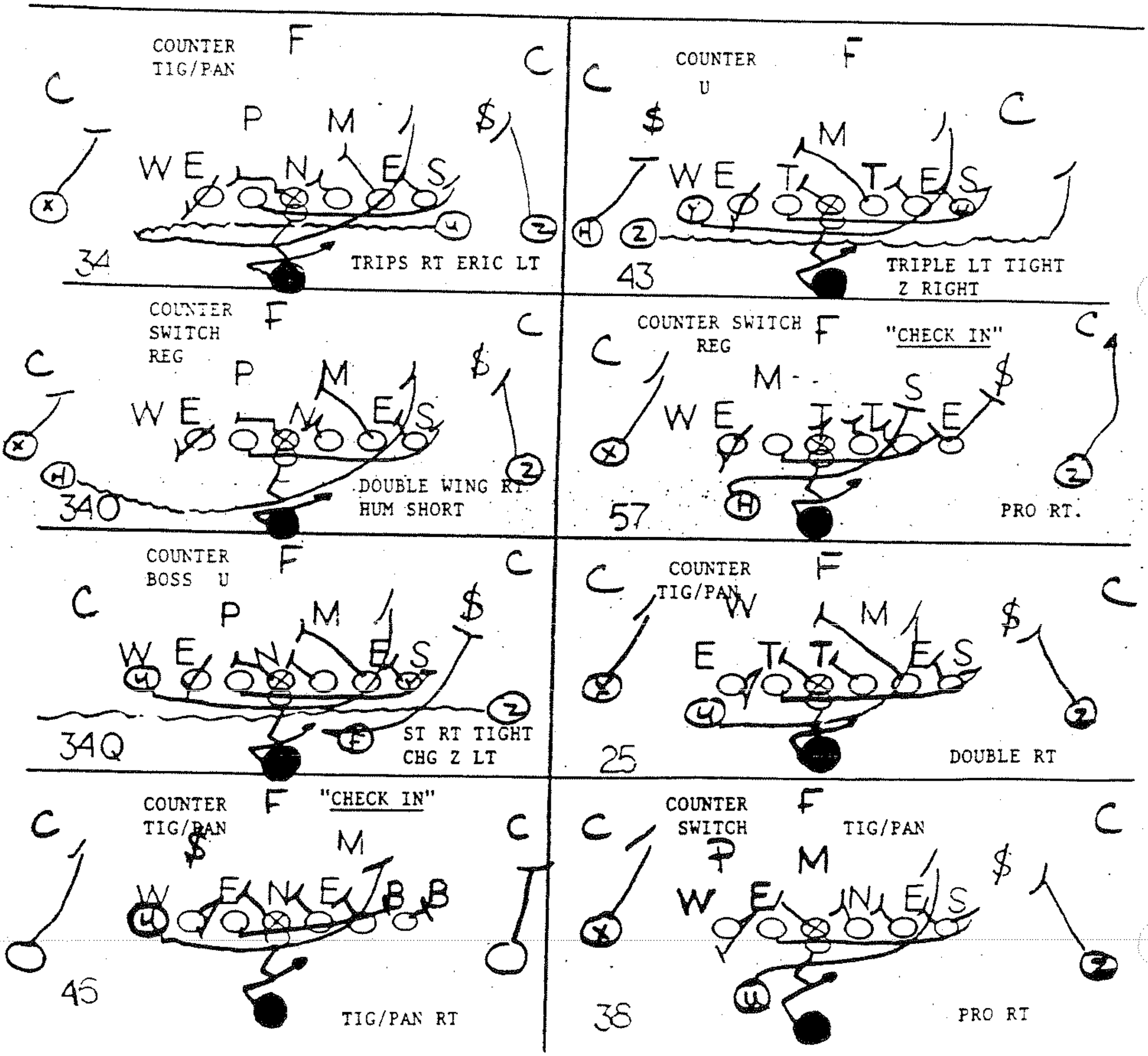


1) THIS IS THE BEST QUICK HITTER WE RAN IN 1989
2) THIS FITS IN WITH PRO BALANCED BACKS WITH GRACE ACTION OVER THE TOP, USING A FALS
3) WE NEED A BACKSIDE BLOCK
4) USE "TOMMY" WHEN CENTER AND BACKSIDE GUARD ARE COVERED
5) GUARD TRAP DE IF HE RIPS IN BUBBLE FRONT



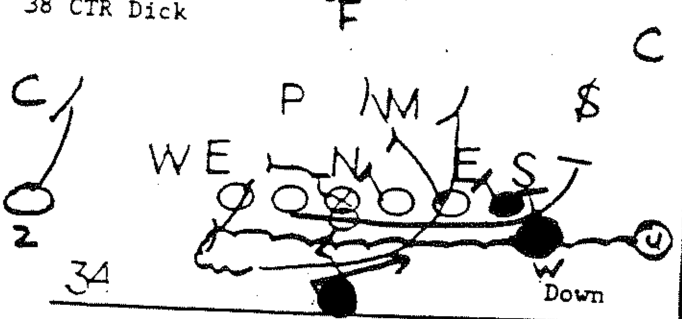
38 COUNTER STRONG. POSS SWITCH/BOSS

1) ON COUNTER BLOCKING Z HAS THE FORCE
2) ON COUNTER BLOCKING WE PULL THE OFFSIDE GUARD AND THE TIGHT END.
3) IF THE EMOL CLOSES THE GUARD PASSES HIM UP AND SEALS THE INSIDE LB. THE TIGHT END WILL THEN BLOCK THE EMOL AS HE RECOVERS.
4) ON COUNTER SWITCH WE PULL THE OFFSIDE GUARD AND BACK FROM THE PRO POSITION.
5) WE USE "CHECK IN" OR "CHICKEN" VS. A T BUBBLE ONSIDE. THIS CHANGES THE PLAY TO 4-5 HOLE BLOCKING AND THE TE RELEASES FOR FORCE.
6) THE FRONTSIDE GUARD AND TACKLE WILL USE GAP IT BLOCKING VS. A DOUBLE LOOK.
7) VS. A TRIPLE THE FRONTSIDE GUARD AND TACKLE WILL USE HIPITY HOP OR CHOKE TECHS.

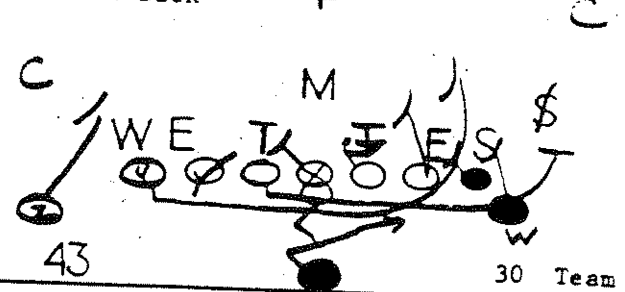


. Best from Y Formation
, Dick for middle to far LB. for movement
3) Only Dick vs. T Bubble - No check in
4) No T Bubble - Block 38 -39 CTR - Down
5) Vs. 4 - 3 = "30 - 40" Call
6) BSG = Force
7) Only pure DICK block below is vs 57 and 46

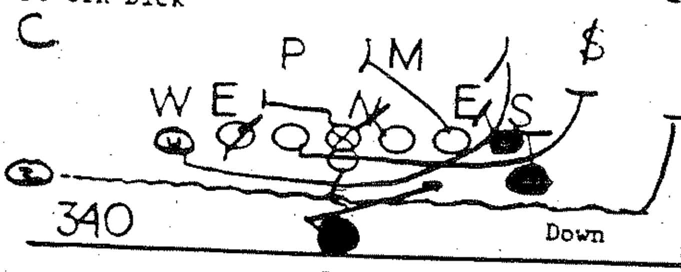
Y Rt. Triple Flop Riggs Lt
38 CTR Dick



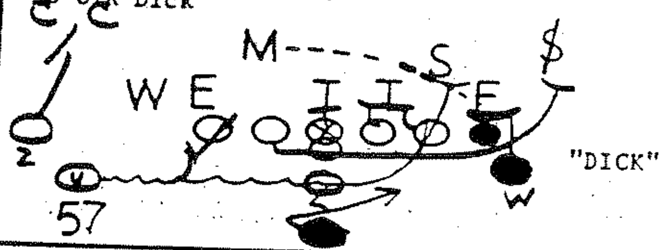
Y Rt. Tite Flop
38 CTR. Dick

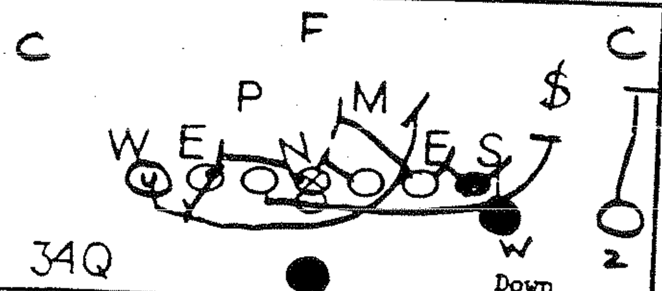


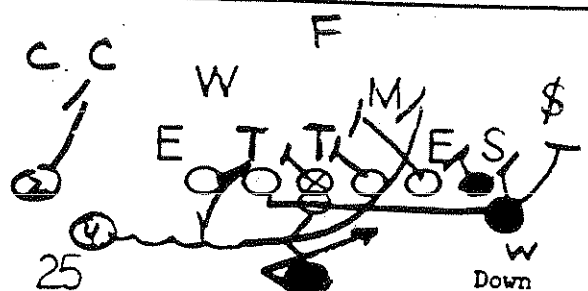
't. Tite Flop Z Rt.
-- CTR Dick

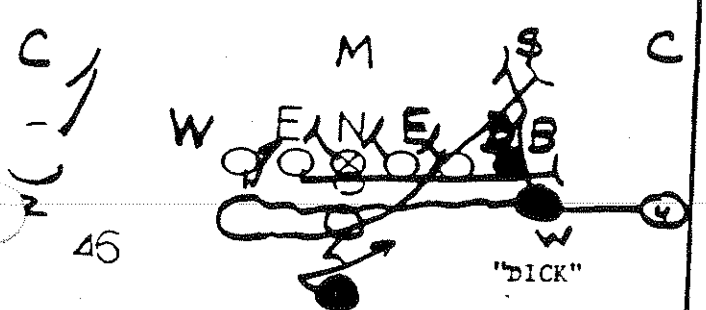


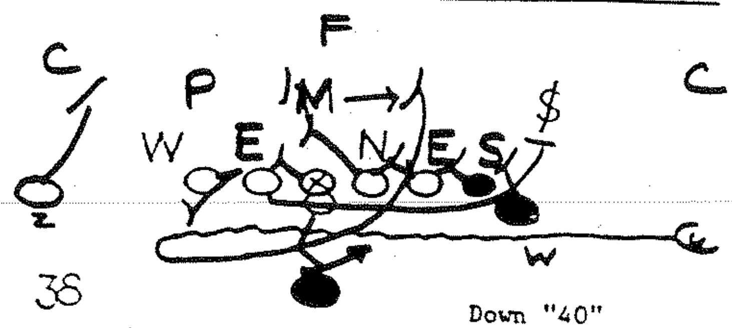
Y Rt. Flop Riggs Sht
38 CTR Dick





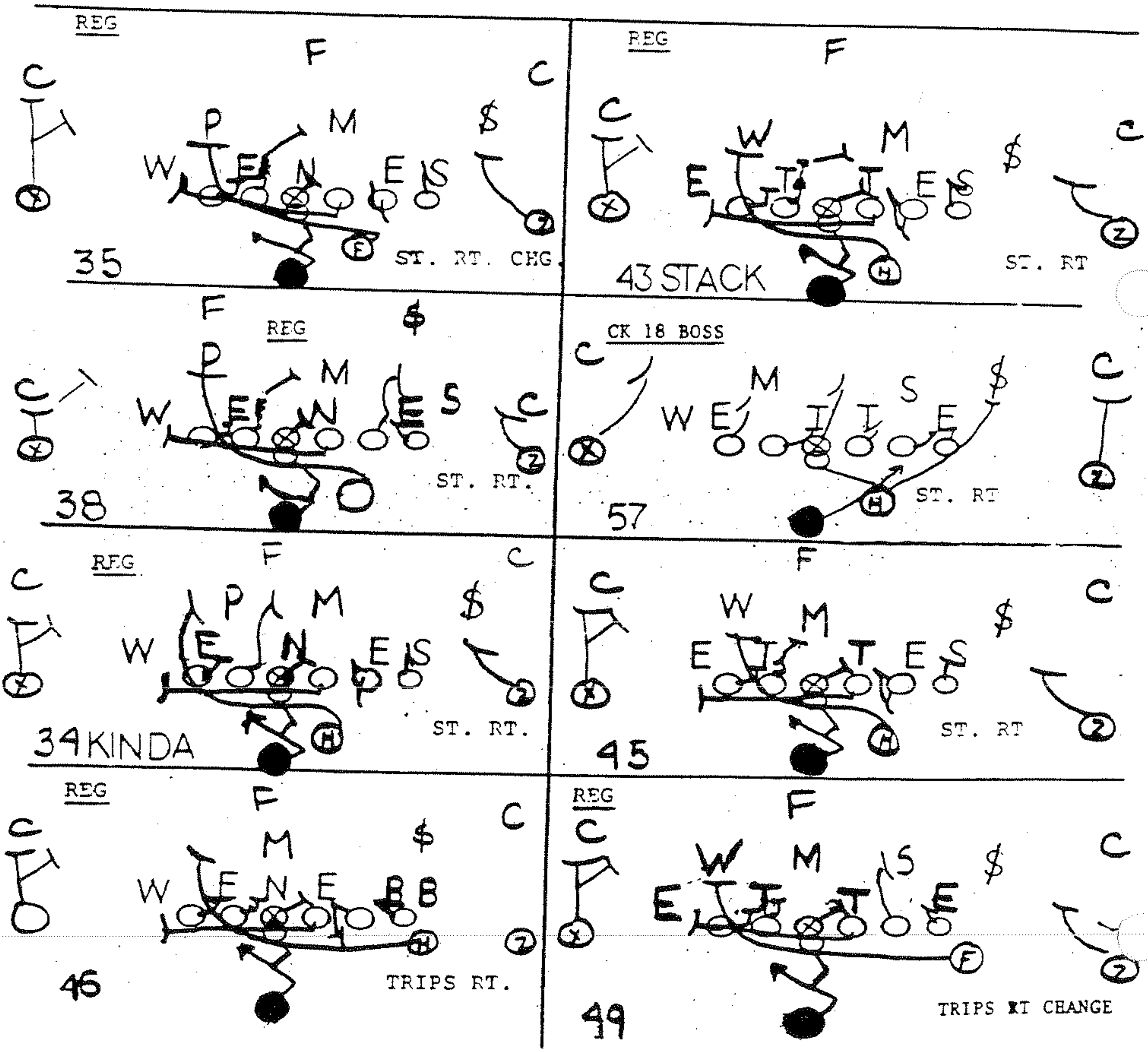






35 OTTO SWITCH   ONLY GOOD VS. REDUCED.

1) THIS IS ALWAYS AN AUDIBLE OR A CHECK
2) THIS PLAY IS ONLY GOOD, LIKE THE GEORGE WHEN THE WEAKSIDE DE IS INSIDE OR IS GOING INSIDE, OR VS. A "T" BUBBLE
3) THIS PLAY GENERALLY GOES WITH 18 BOSS
4) THIS PLAY CAN BE USED FROM STRONG OR TRIPS BACKS
5) THE <u>OTTO</u>, <u>GEORGE</u> AND <u>13 TRAP</u> ARE WAYS TO GET BACK TO THE WEAKSIDE FROM STRONG BACKS
6) THIS IS ONLY A CHANGEUP TO KEEP YOUR WEAKSIDE ATTACK HONEST
7) FAST UPFIELD PENETRATION BY THE WEAKSIDE EMOL HURTS THE PLAY AS THE TRAPPING GUARD CAN'T BLOCK HIM BEFORE HE DISRUPTS THE RUNNING BACK BECAUSE OF THE SHORT CORNER AND THE OVER-THE-TOP HANDOFF



35 JAB ONLY GOOD VS. REDUCED

1) THIS IS ALWAYS USED WITH A CHECK
2) JAB BLOCKING MEANS WEAKSIDE 4-5 HOLE TRAP BLOCKING WITH THE EMOL BLOCKER IN MOTION OR IN THE PRO POSITION FOR A QUICK KICK OUT. THE OFFSIDE GUARD WILL PULL UP IN THE HOLE FOR THE ONSIDE INSIDE LB.
3) THE PLAY TAKES ADVANTAGE OF A FAST UPFIELD EMOL IN A REDUCED DEFENSE WITH A DOUBLE TEAM ON THE 3 TECHNIQUE. THE GUARD AND TACKLE ONSIDE WILL USE GAP IT BLOCKING TO FIT IN WITH THE MISDIRECTION OF THE BACK.
4) RUNNING BACK USES JAB STEP AND GO AS THIS PLAY HITS FASTER THAN A COUNTER AS THE BLOCK ON THE EMOL OCCURRS NOW.

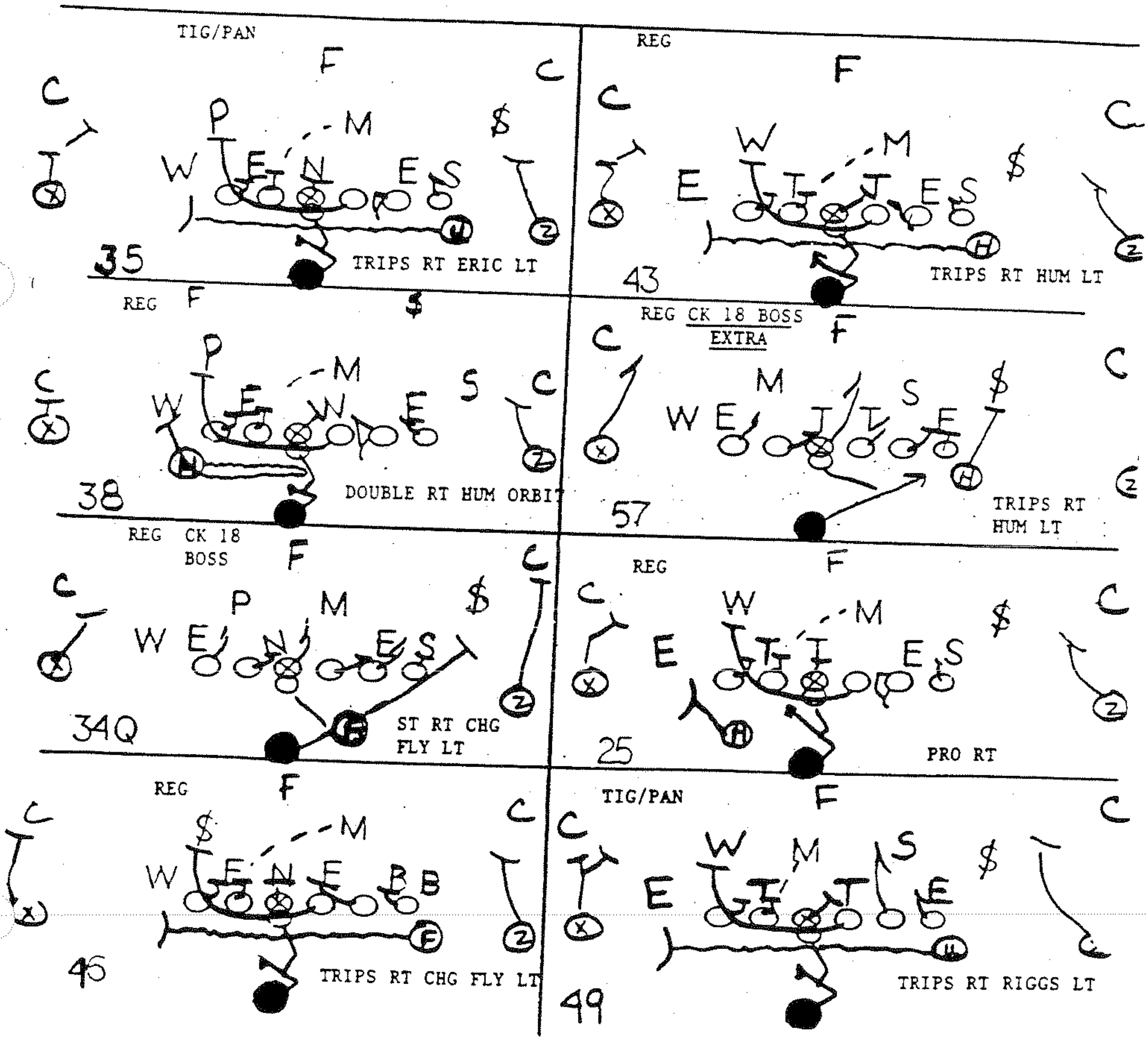
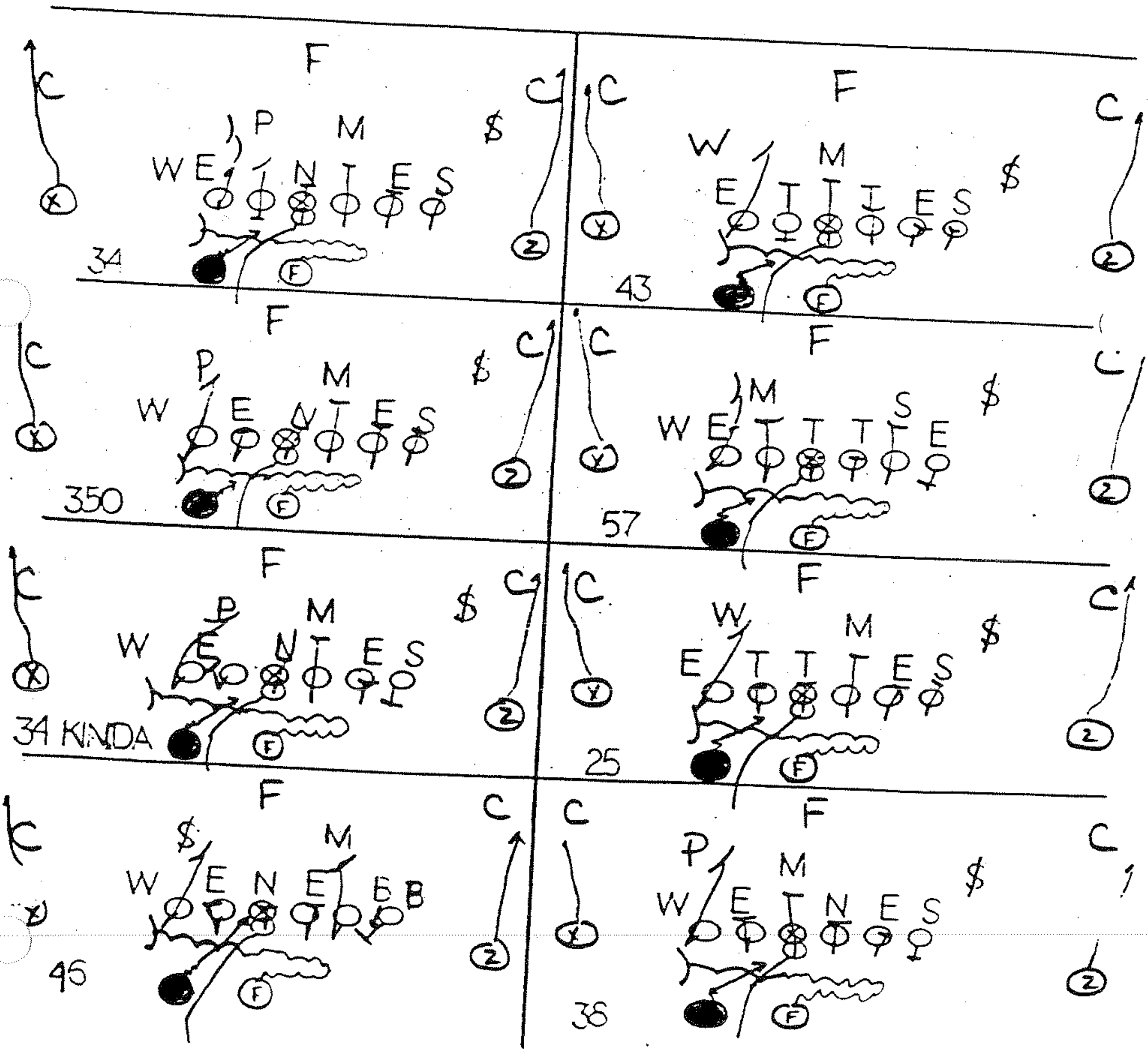


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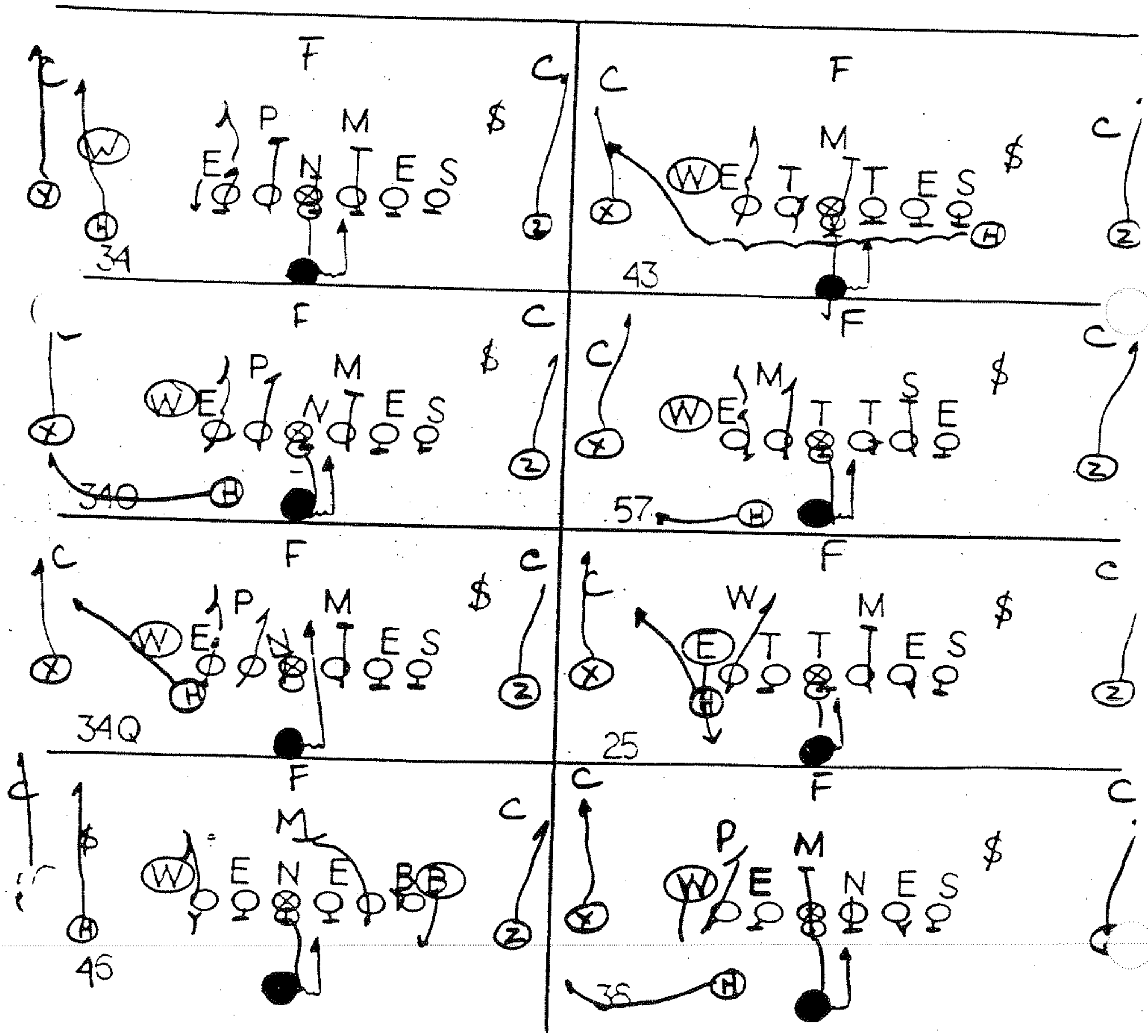
50 Series

SPRINT DRAW RT. PRO RT FLY LT

1) THIS IS AN UNDERNEATH HANDOFF OFF QB SPRINT OUT ACTION
2) THE FB MOTION BLOCKS THE MAN OUTSIDE THE OFFSIDE TACKLE
3) ALL BLOCKERS STAY SQUARE EXCEPT THE FRONTSIDE TACKLE AND TIGHT END MAY HINGE TO THE OUTSIDE



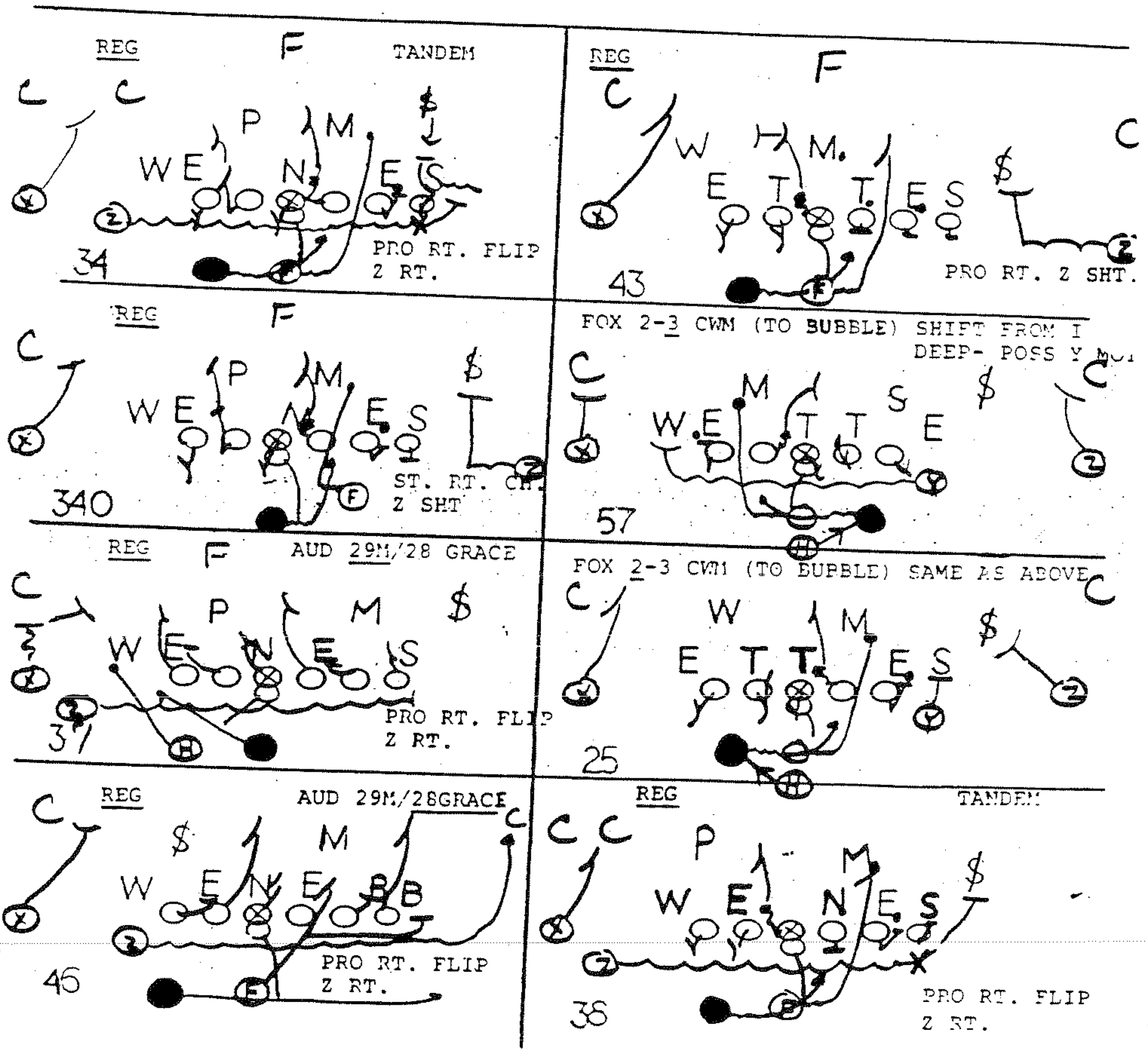
1) THIS IS A FULLBACK DRAW
2) RUN IT FROM A PASSING LOOK
3) BOOK THE WIN OR WEAKSIDE EMOL IN A REDUCTION



3

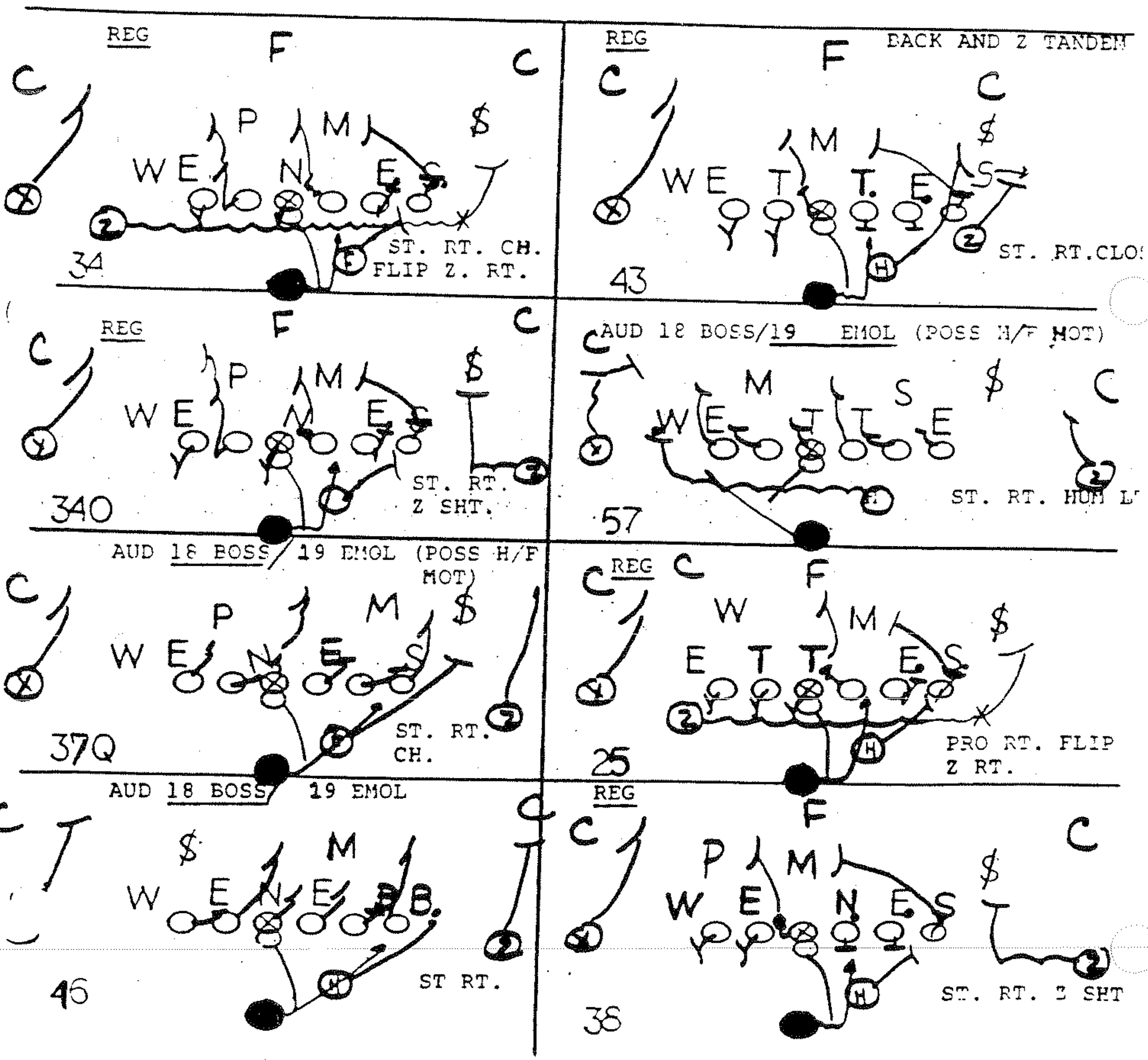
FOX 2 DRAW STRONG (AUD VS. T BUBBLE)

1) THIS IS A PLAY USED FROM BALANCE PRO BACKS. IT MAY ALSO BE RUN FROM STRONG CHANGE
2) THE TANDEM STILL APPLIES BETWEEN THE Z MOTION AND THE TE
3) THIS PLAY IS NO GOOD VS. A "T" BUBBLE - AUDIBLE TO 29 M or HB 28 GRACE
4) THE FULLBACK AND OFFENSIVE LINE MUST SHOW OUTSIDE HEAD OR THERE WILL BE NO HOLE
5) THE FULLBACK MUST CUT THE OUTSIDE LEG OF THE INSIDE LB



HOUND 2 DRAW STRONG (AUD. VS. T BUBBLE)

1) THIS IS A PLAY FROM STRONG STAGGERED BACKS. IT FITS WITH HOUND 2 PLAY ACTION
2) DON'T USE A TANDEM, LET THE MOTION MAN GET WELL OUTSIDE THE TE IF MOTION
3) THE TE MUST SHOW PASS RELEASE AND BLOCK THE INSIDE LB
4) THIS PLAY IS NO GOOD VS. A "T" BUBBLE - AUDIBLE TO 18 BOSS
5) AUDIBLE ALSO IF THE MIKE LB IS UP TIGHT
6) THE OFFENSIVE LINE MUST SHOW OUTSIDE HEAD OR THERE WILL BE NO HOLE



58 BOSS STRONG/POSS RELEASE (POSS NEED B.S. BLOCK)

1) THIS IS A SWEEP DRAW FROM PRO BALANCED BACKS. THE BACK (BOSS) OR THE TE (RELEASE) MAY BLOCK THE FORCE
2) THE COVERED LINEMEN FRONTSIDE WILL USE 18-19 RUN BLOCKING TECHS
3) THE UNCOVERED LINEMEN WILL USE SHUFFLE TECH. RATHER THAN CROSS-STEPPING TO EXECUTE THE ZONE SCHEME
4) THE BACKSIDE TACKLE WILL USE A PASS SET END WIN SEAL VS. A 5 TECH
5) MUST HAVE A BACKSIDE BLOCKER VS. A HARD CHARGING WIN OR EMOL

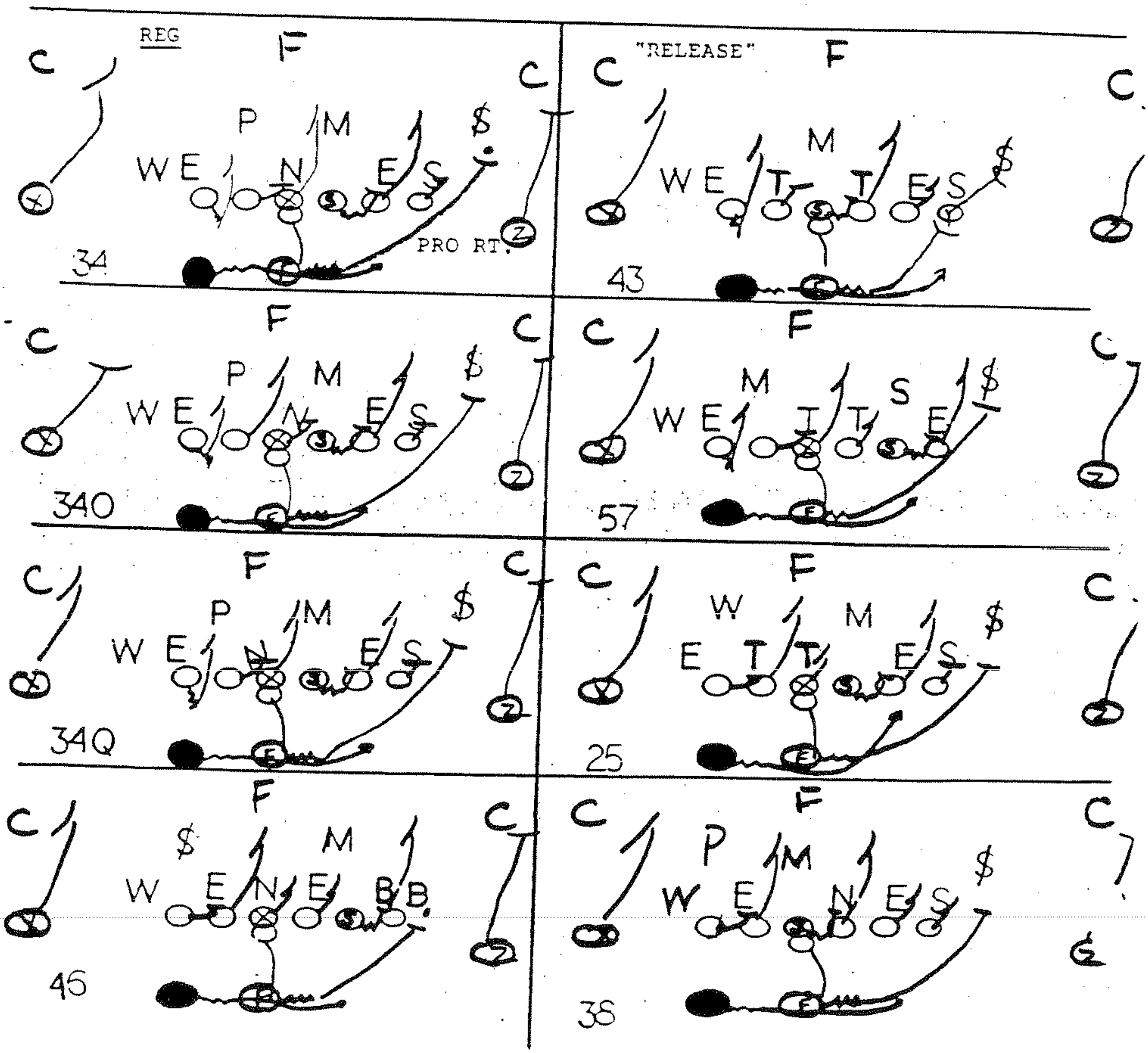
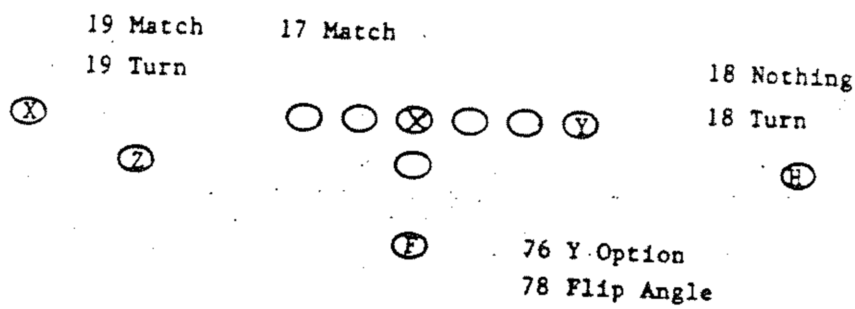


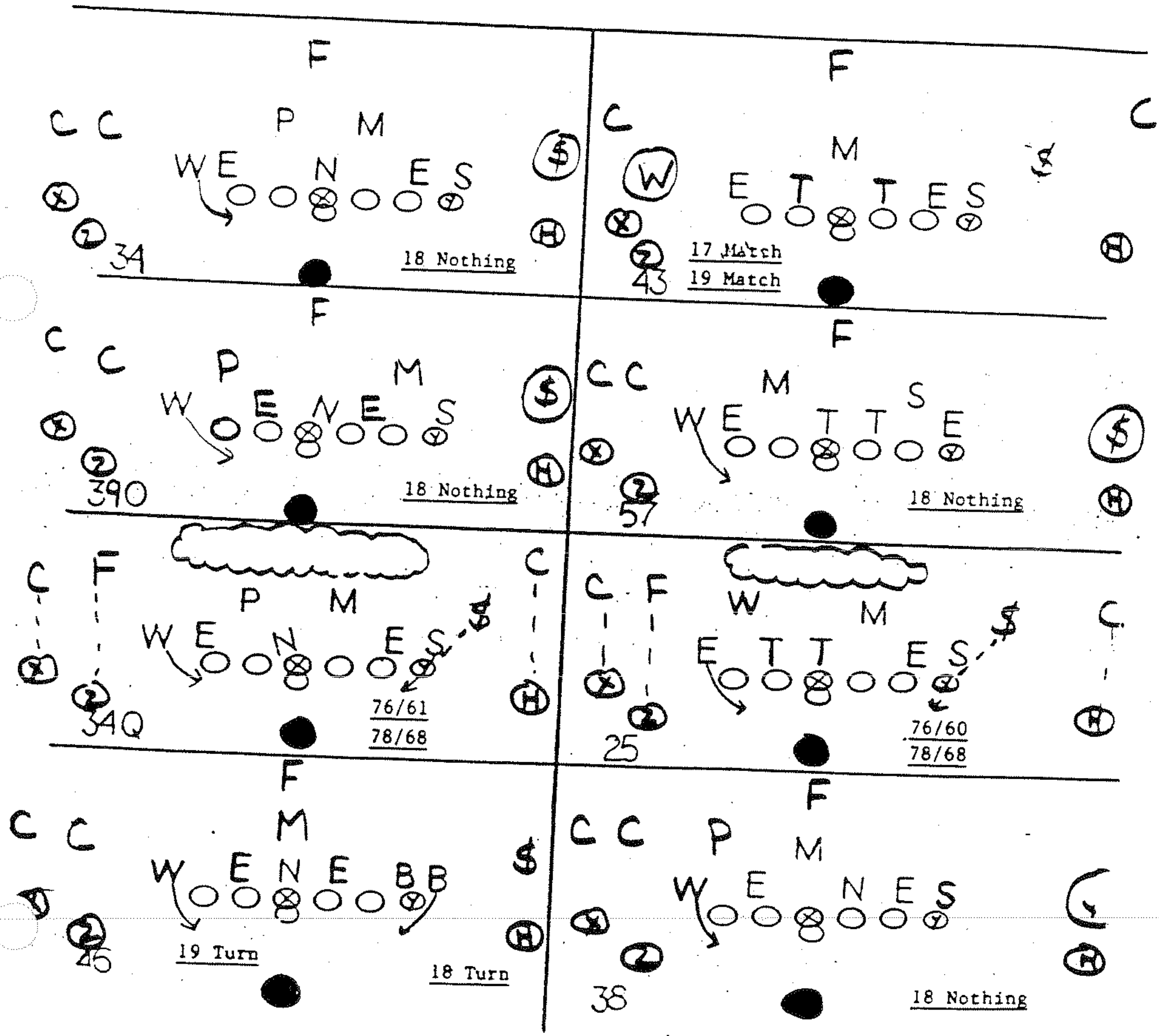
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Special Runs

CHECK WITH ME

TRIPLE RIGHT FLIP



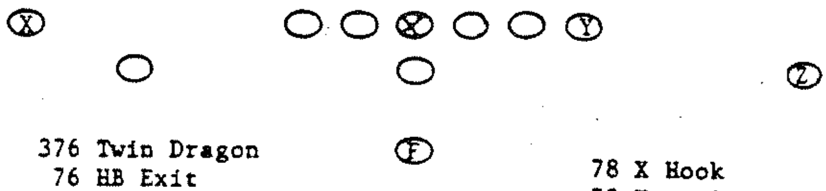


DOUBLE WING RIGHT

19 EMOL
19 TURN

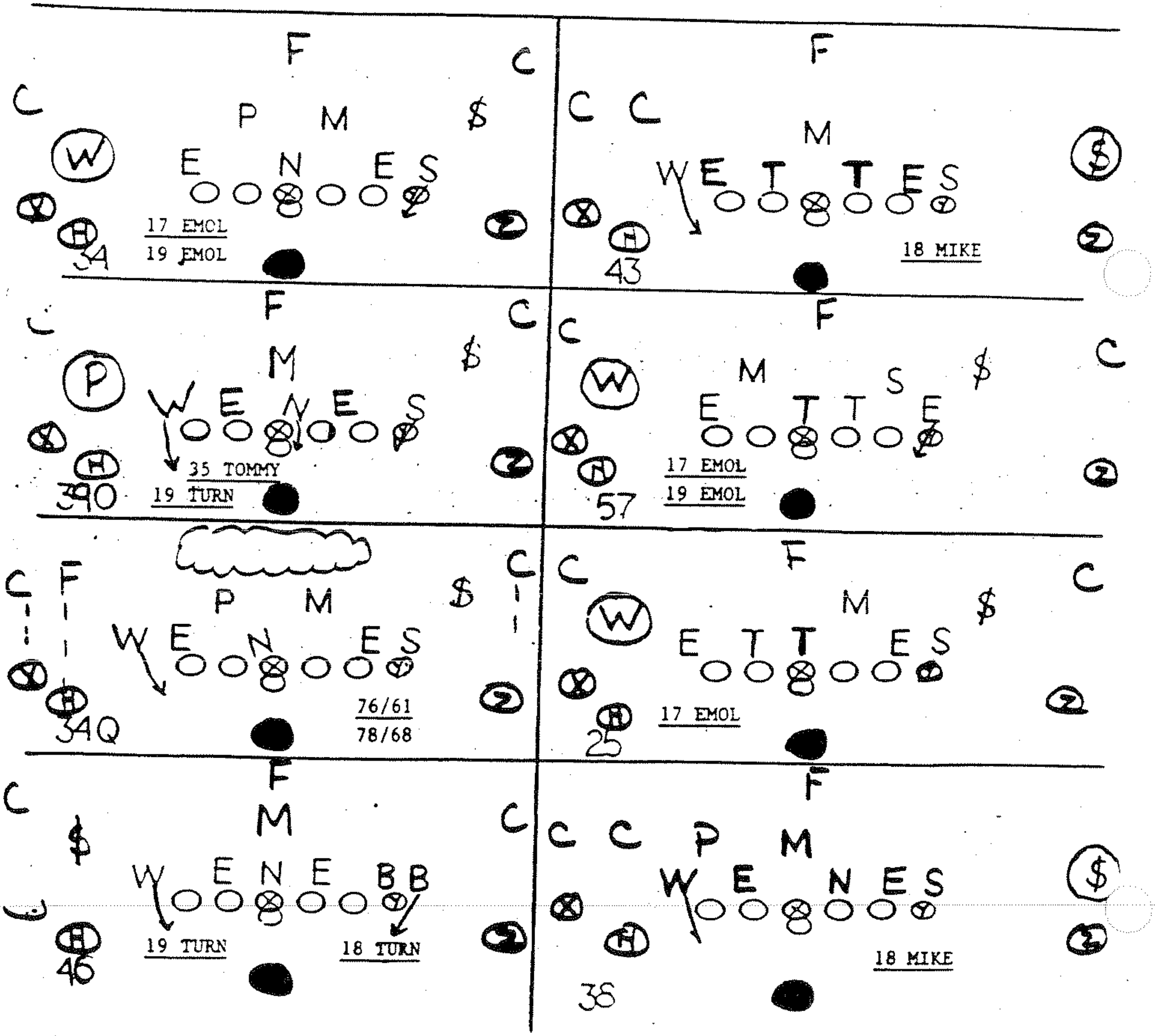
17 EMOL
35 TOMMY

18 MIKE
18 TURN



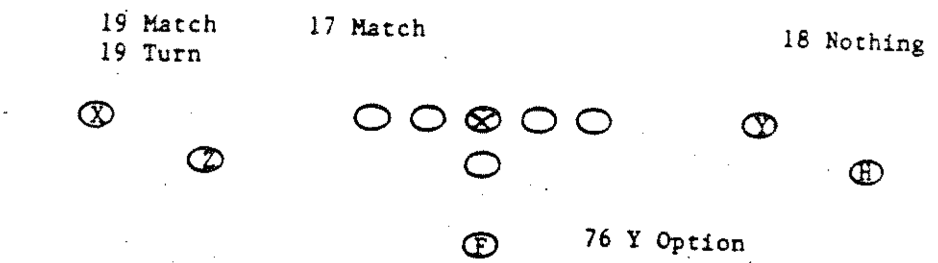
376 Twin Dragon
76 HB Exit
76 Dover (Exit)
76 HB Circle
Short 76 Y Option

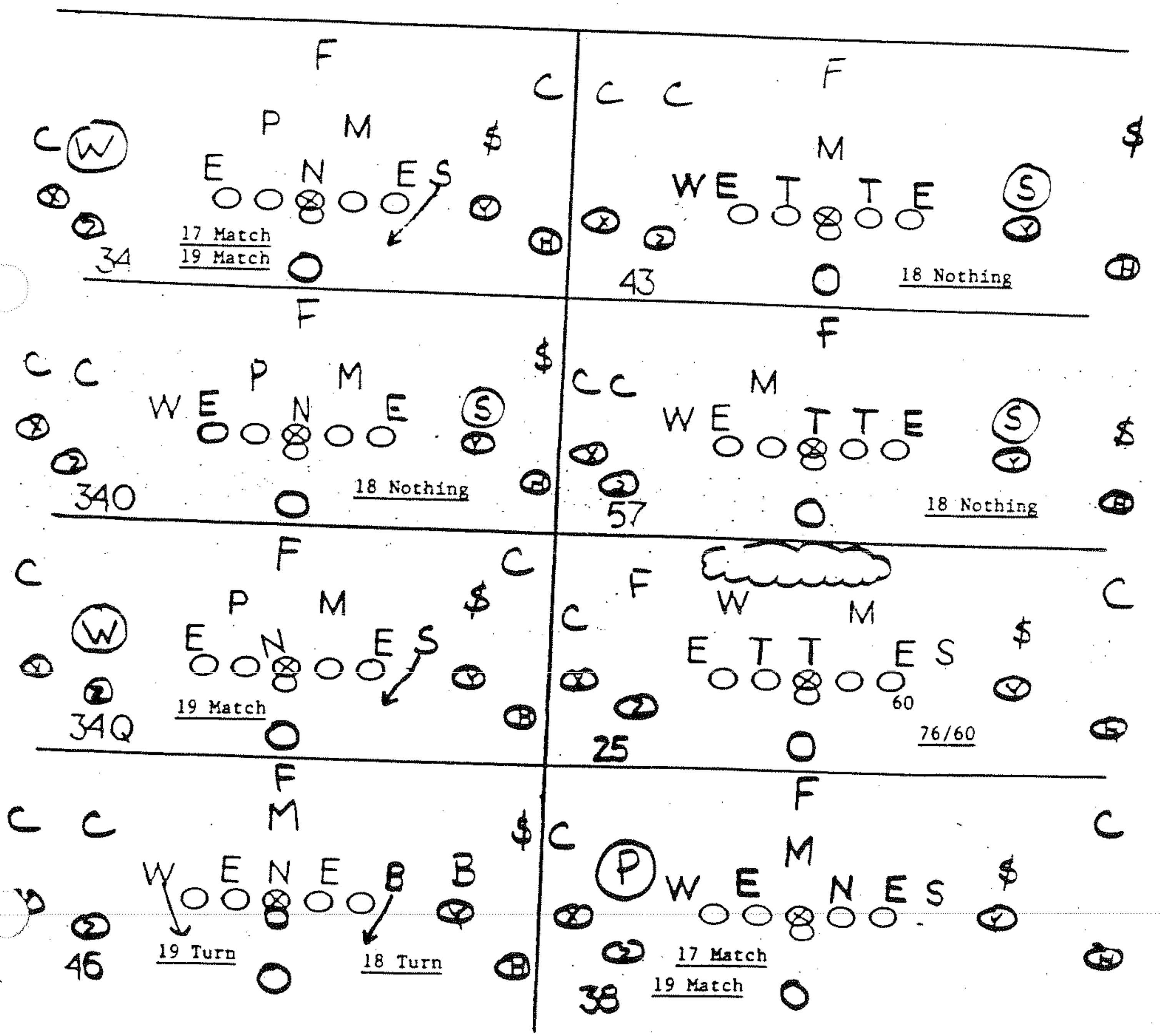
78 X Hook
78 X Angle
78 Motown
60 Single/Double Circle
60 Bend In HB Get Open



CHECK WITH ME

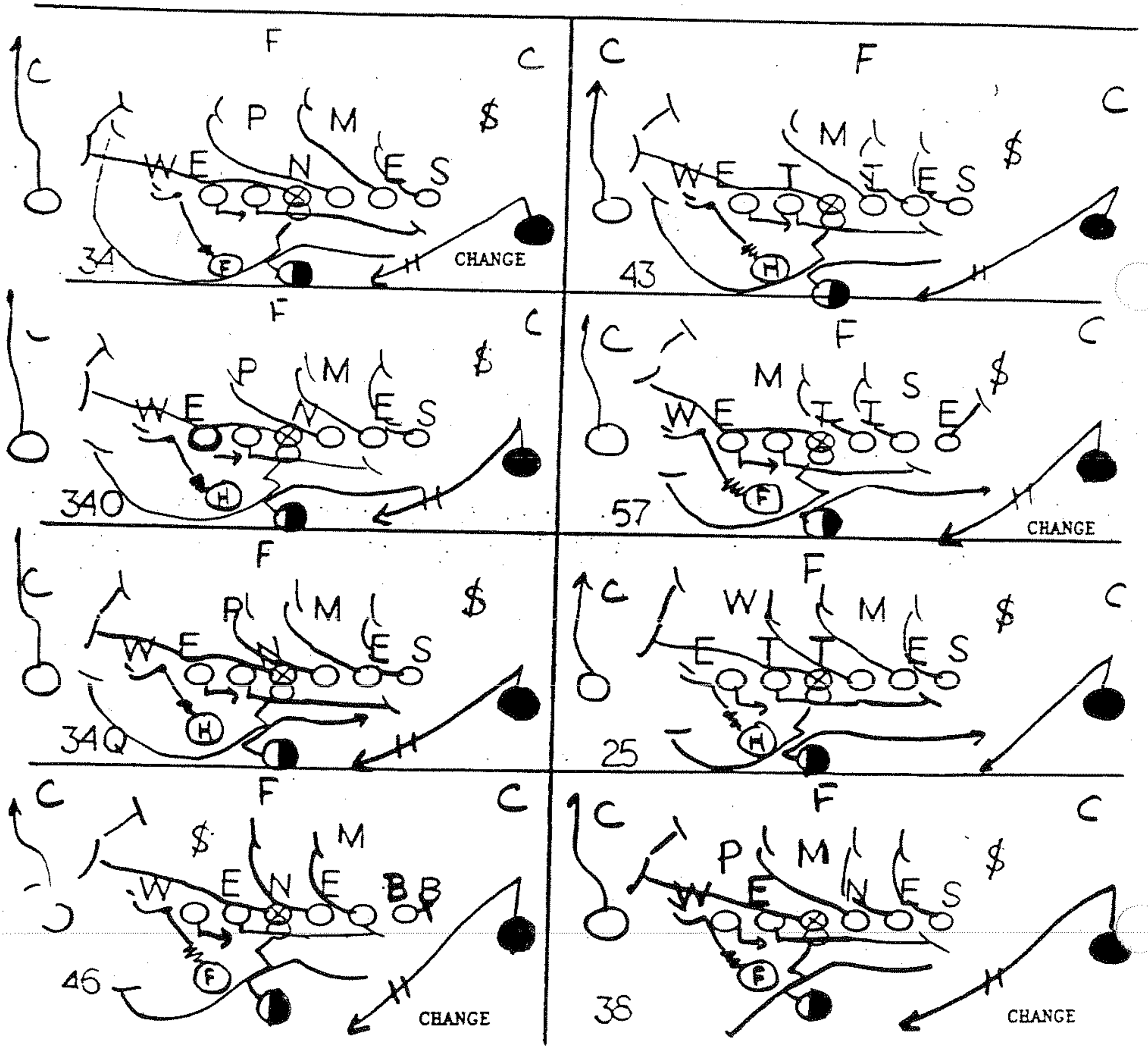
TRIPLE RIGHT FLIP OPEN



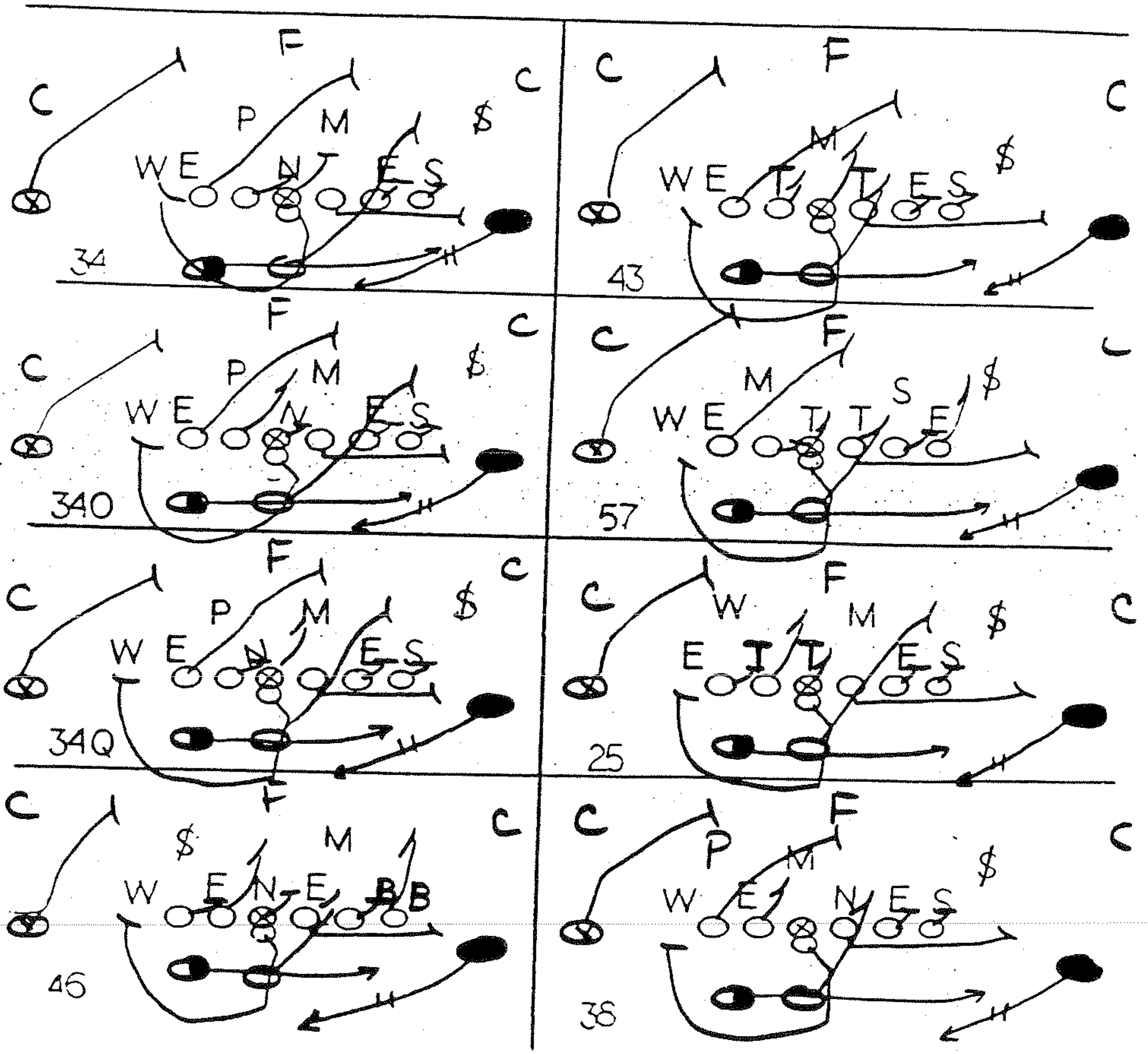


FAKE 36 COUNTER Z REVERSE LEFT

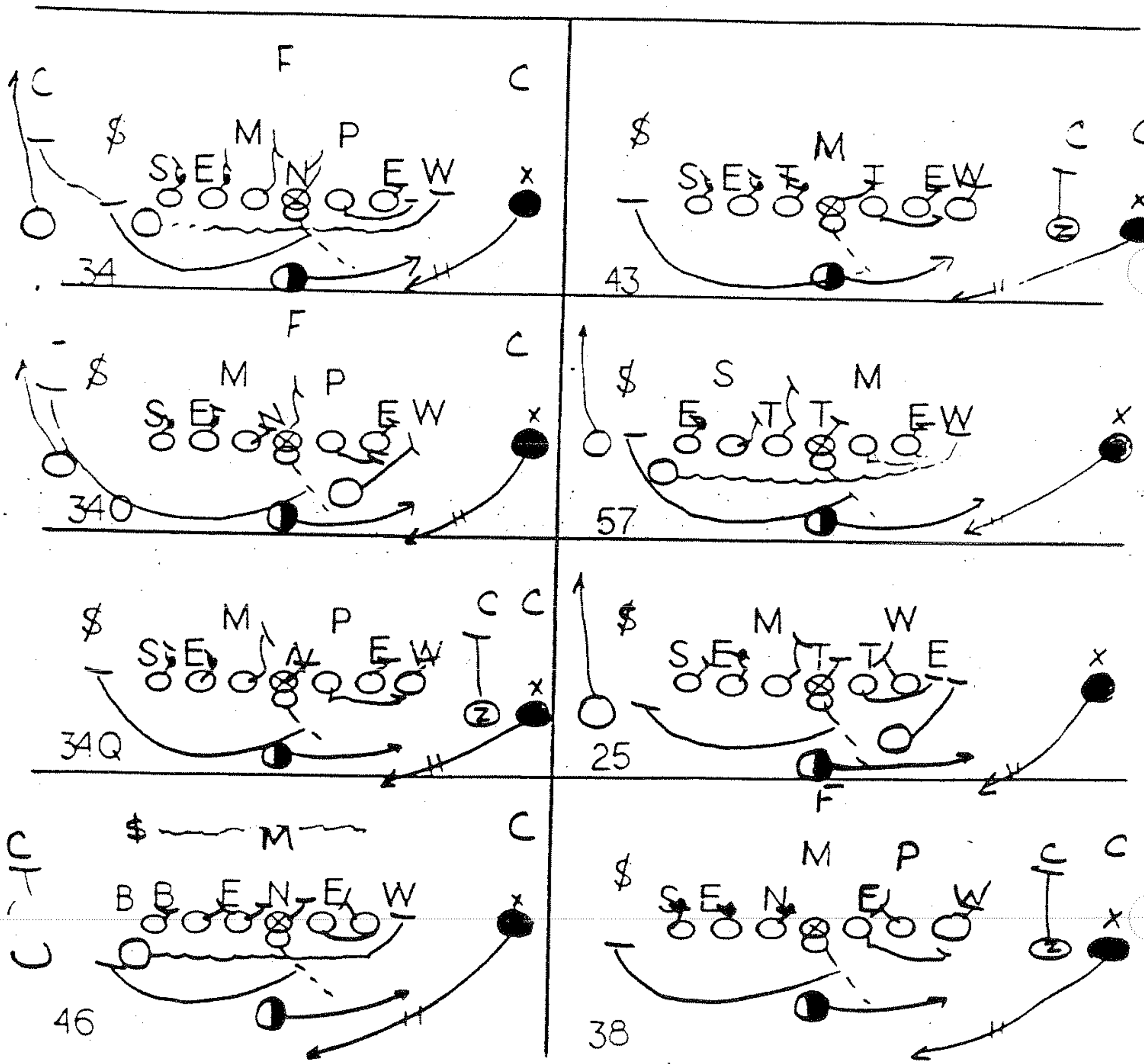
1) 36-37 COUNTER ACTION PULLS THE BS GUARD AND TACKLE. ON THE REVERSE THE GUARD MUST PROTECT THE HANDOFF
2) THE LEAD BACK SHOULD HEATATE A COUNT AND APPROACH THE EMOL ON A ZIP APPROACH THEN LOG HIM
3) THE CENTER MUST GET UNDERNEATH THE FIRST DOWN LINEMAN AND KICK OUT CORNER ROTATION IF NO CORNER ROTATION SEAL INSIDE. BUILD A WALL IN A HURRY. DONT STRING IT OUT THE SOONER THE WALL IS BUILT THE MORE ROOM THE RUNNER WILL HAVE TO THE OUTSIDE.
4) THE DOWN BLOCKING GUARD AND TACKLE MUST GET UNDERNEATH THE FIRST DOWN LINEMEN INSIDE THEN BUILD THE WALL QUICKLY. DONT STRING IT OUT
5) THE TIGHT END MUST GET UNDERNEATH THE FIRST DOWN LINEMAN INSIDE AND BUILD THE WALL QUICKLY. CHECK IN VS A "T" BUBBLE TO STOP "4s PENETRATION
6) QB BIDE TIME UNTIL THE SECOND HANDOFF THEN BUILD A WALL ON THE FREE SAFETY OR CLEAN UP WHERE NEEDED



FAKE HB 28 GRACE - Z REVERSE LEFT

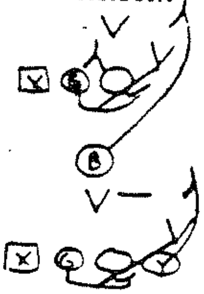


FAKE BONE RT X REVERSE LT

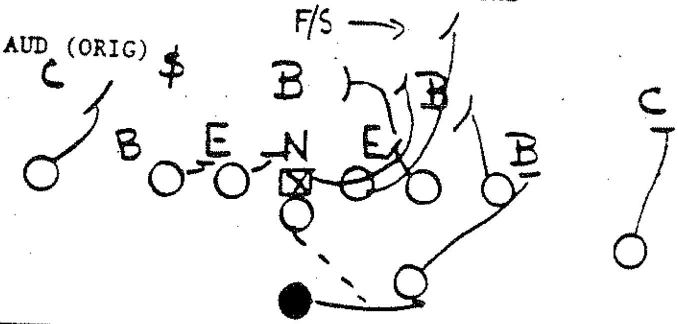


BONE WEAK OR STRONG. POSSIBLE AUDIBLE VS INSIDE BLITZ

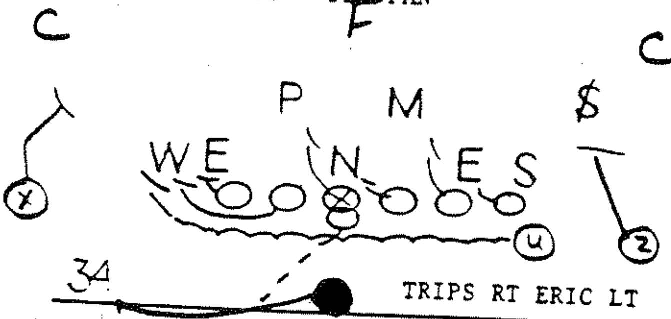
1) BONE IS A WIDE TOSS SWEEP USED TO GET OUTSIDE
2) BONE EVEN OR ODD FITS WITH HARD PENETRATING EMOLS WHO DISRUPT EMOL BLOCKING
3) WE CAN RUN IT WITH ANY TAG- BOSS, KICK, EMOL ETC
4) WE WILL PULL THE ONSIDE GUARD. HE AND THE EMOL BLOCKER WILL WORK TOGETHER TO PICK UP ANY SIN WIP STUNTS. IF THE END MAN SLANTS IN THE EMOL BLOCKER WILL PASS HIM UP AND SEAL THE INSIDE LB. THE PULLING GUARD WILL BLOCK THE PENETRATOR.



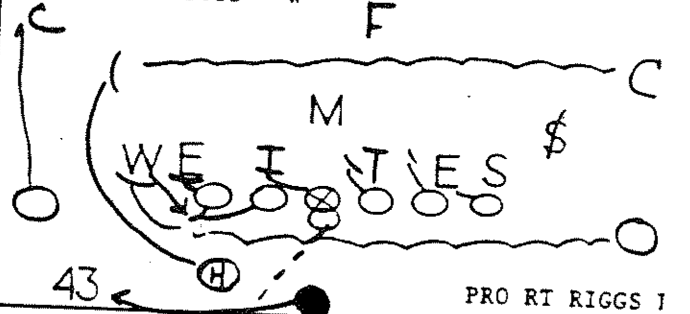
BONE AUD (ORIG)



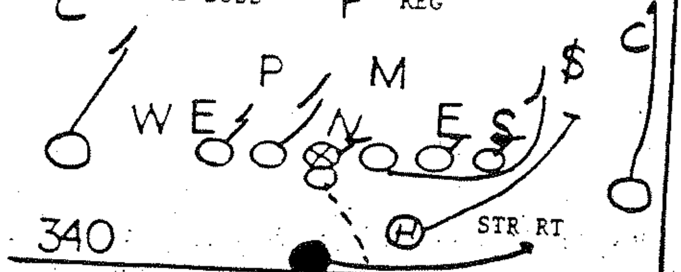
BONE LT EMOL TIG/PAN



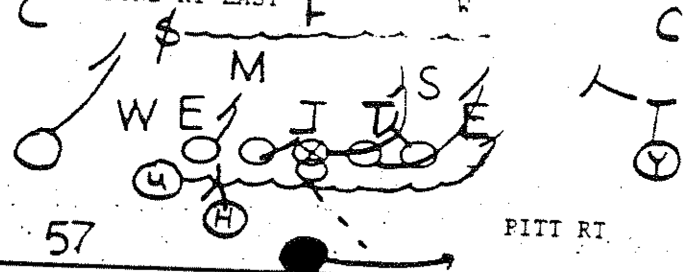
BONE LT BOSS W



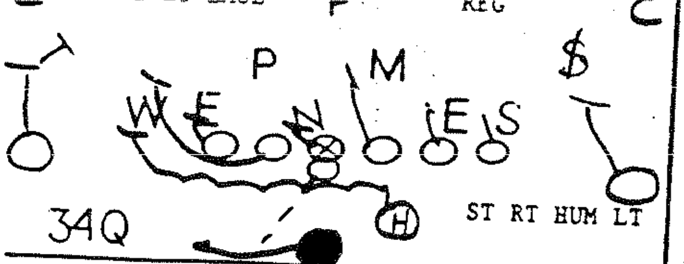
BONE RT BOSS REG



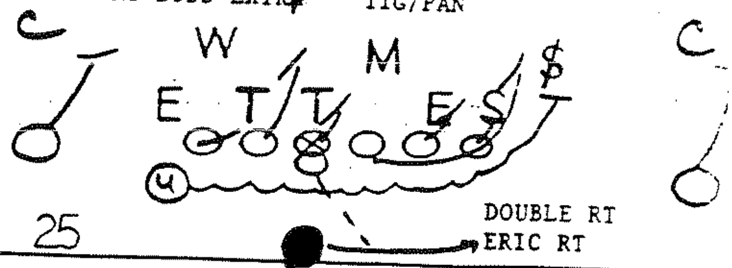
BONE RT EASY



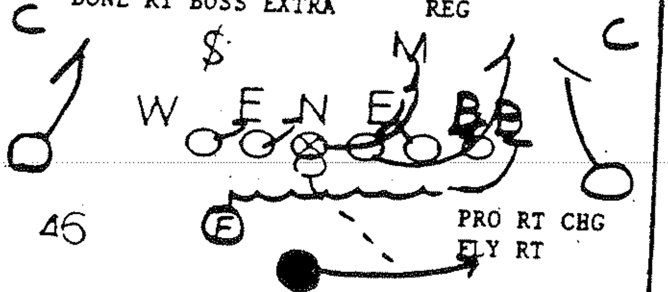
BONE LT EMOL REG



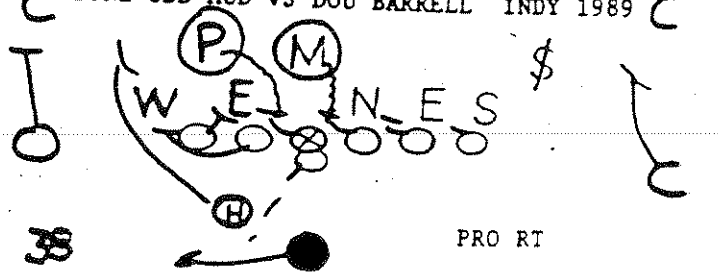
BONE RT BOSS EXTRA TIG/PAN



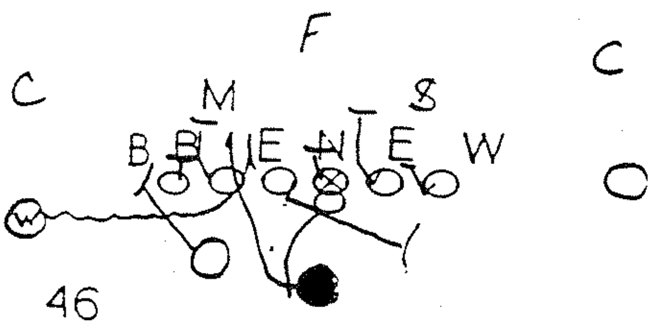
BONE RT BOSS EXTRA REG



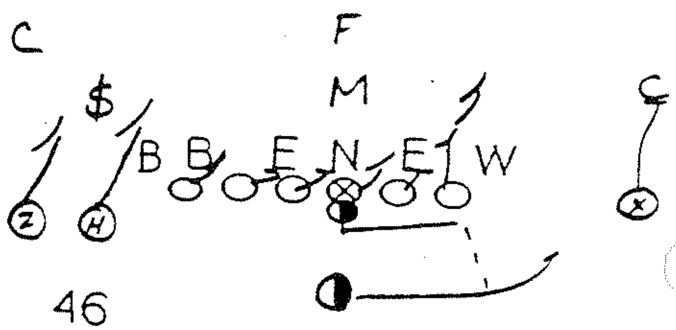
BONE ODD AUD VS DOU BARRELL INDY 1989



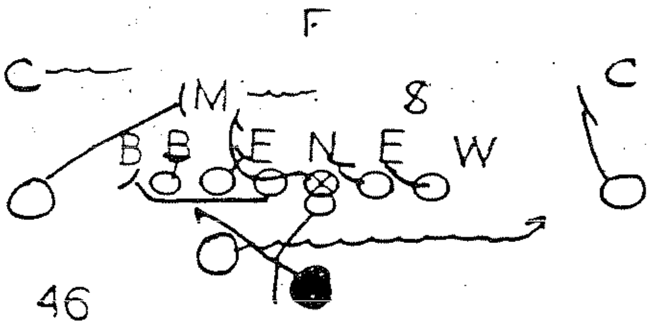
17 Special



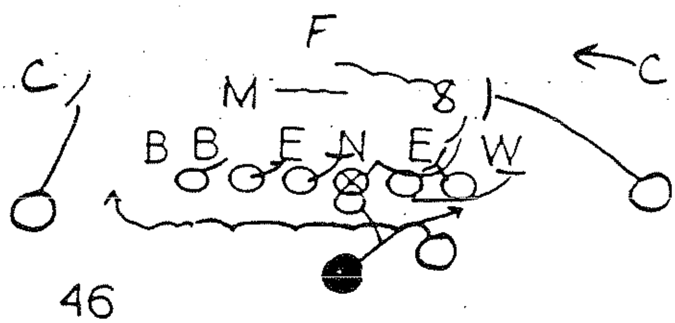
QB Opt. - Rt.

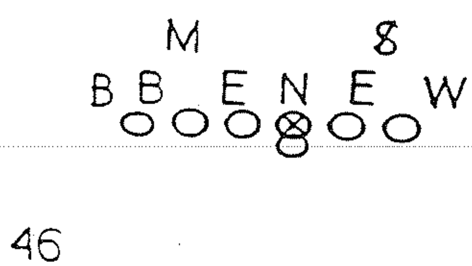


"HAWK" - Strong
Need 1 Back Only

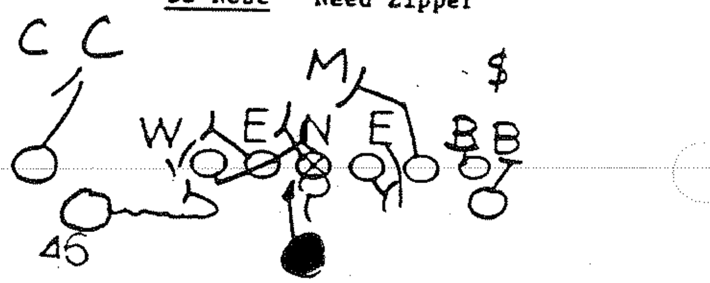


Reg. - "MUSTANG" Weak
Need 1 Back Only

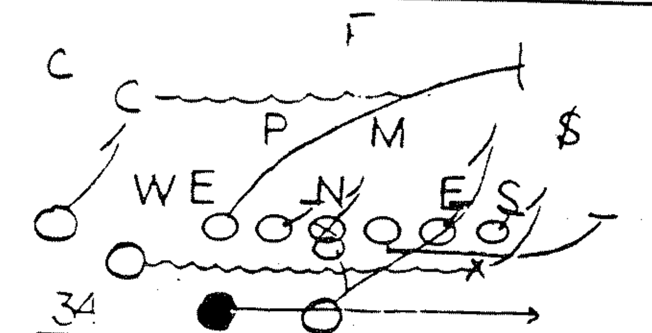




32 Nose - Need Zipper

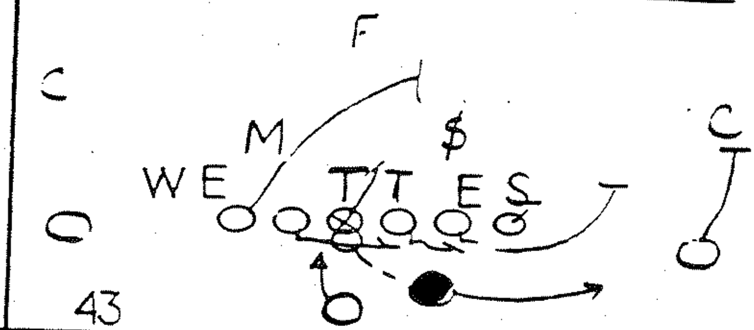


HB 28 Grace Extra



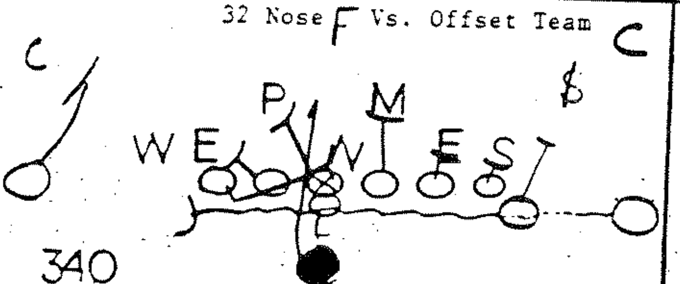
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AUDIBLE FREDDY EVEN VS 8 MEN INSIDE



43

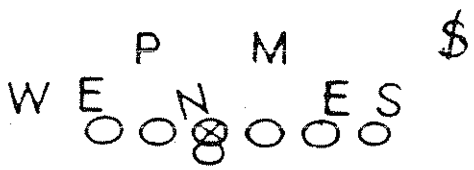
32 Nose Vs. Offset Team



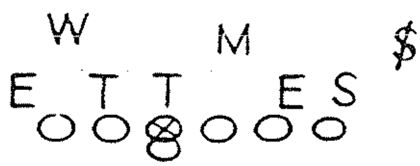
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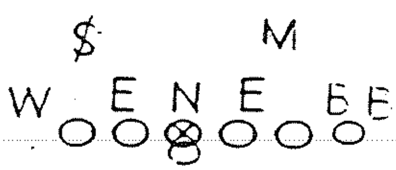
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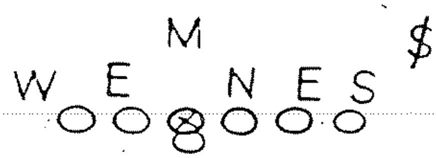
34Q



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Nickel Runs:

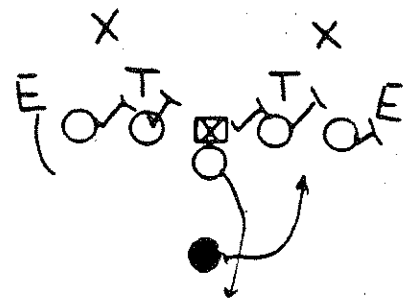
One Back

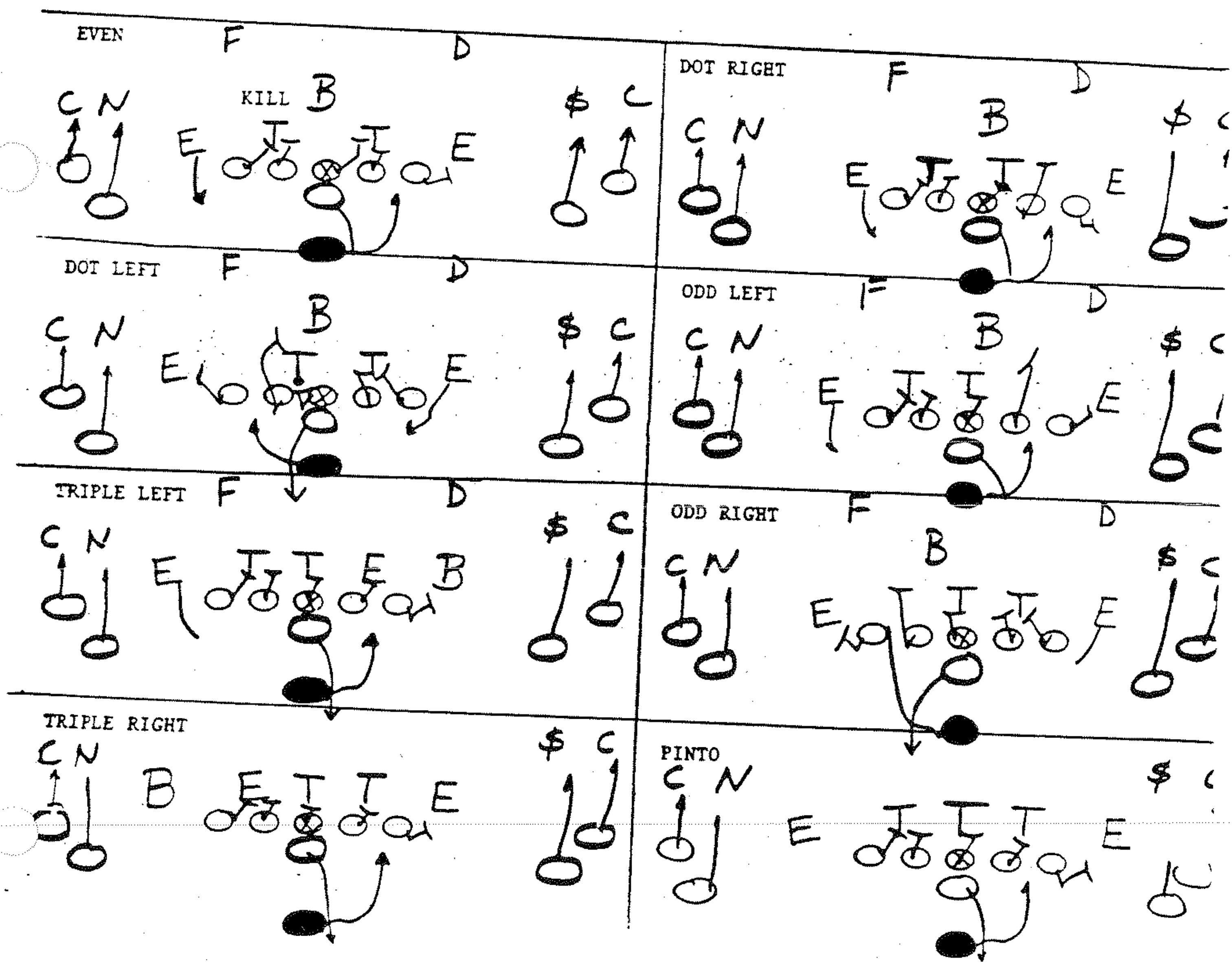
Two Backs

Other

NICKEL RUN: NICKEL 16-17 C.W.M.

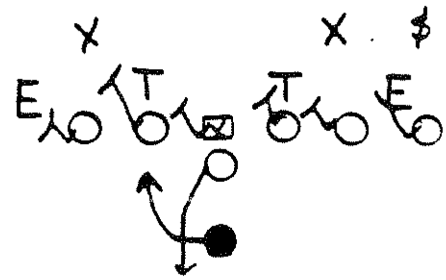
1) RUN TO BIGGEST HOLE.
2) USE "KILL" BLOCK BACKSIDE WHEN POSSIBLE.
3) LET B.S. EMOL GO.
4) RUN TO BUBBLE.
5) IF 16 HUDDLE CALL, CHECK OPP. VS. DOT LT. OR ODD RT. BELOW

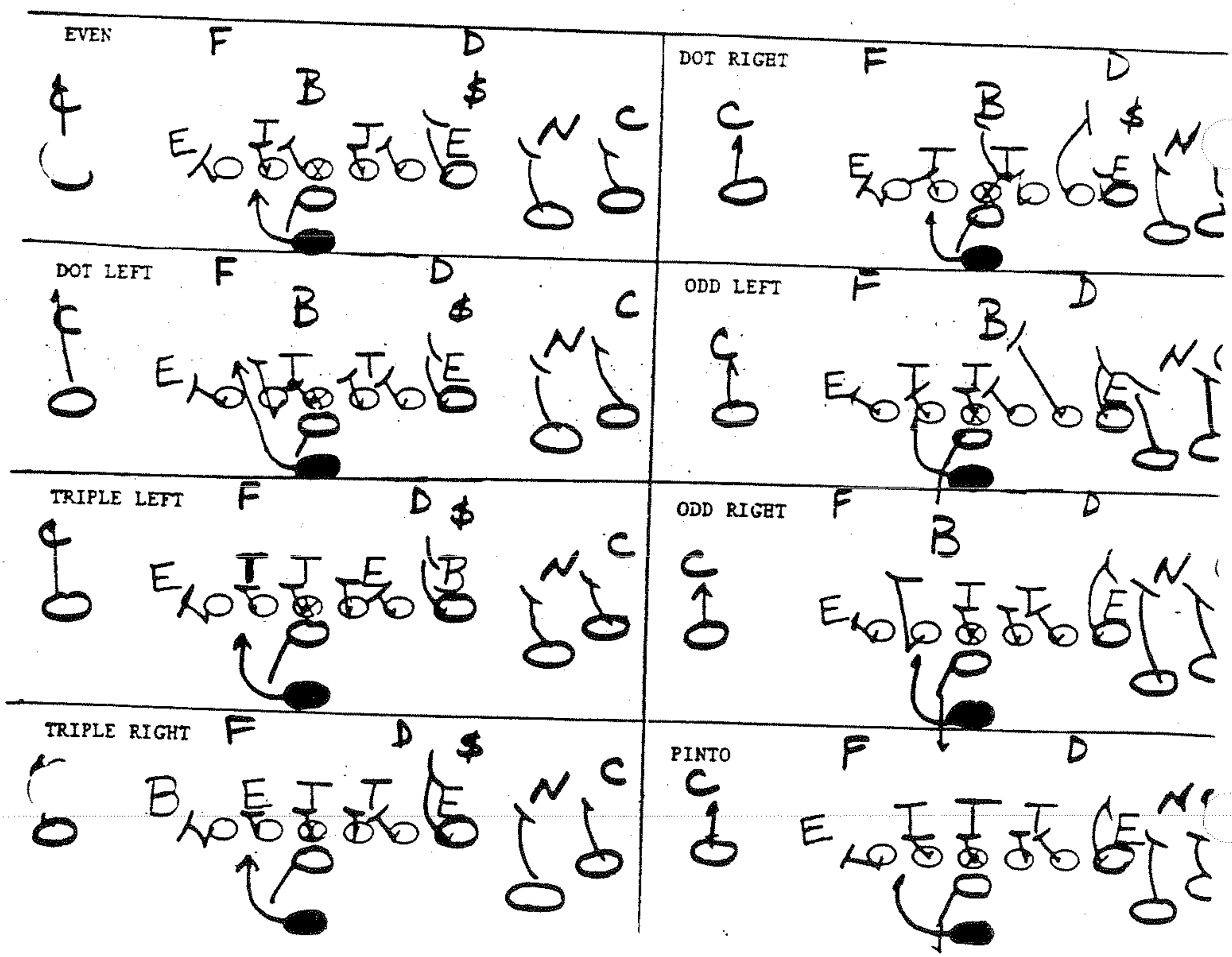




NICKEL RUN: NICKEL 16-17 WEAK (CARI)

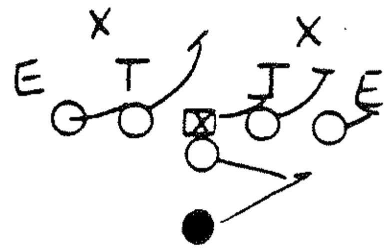
1) CARI
2) USE AS A NICKEL RUN FROM THE SAME FORMATION AS WE USE NIC 78 or 67 PROT.

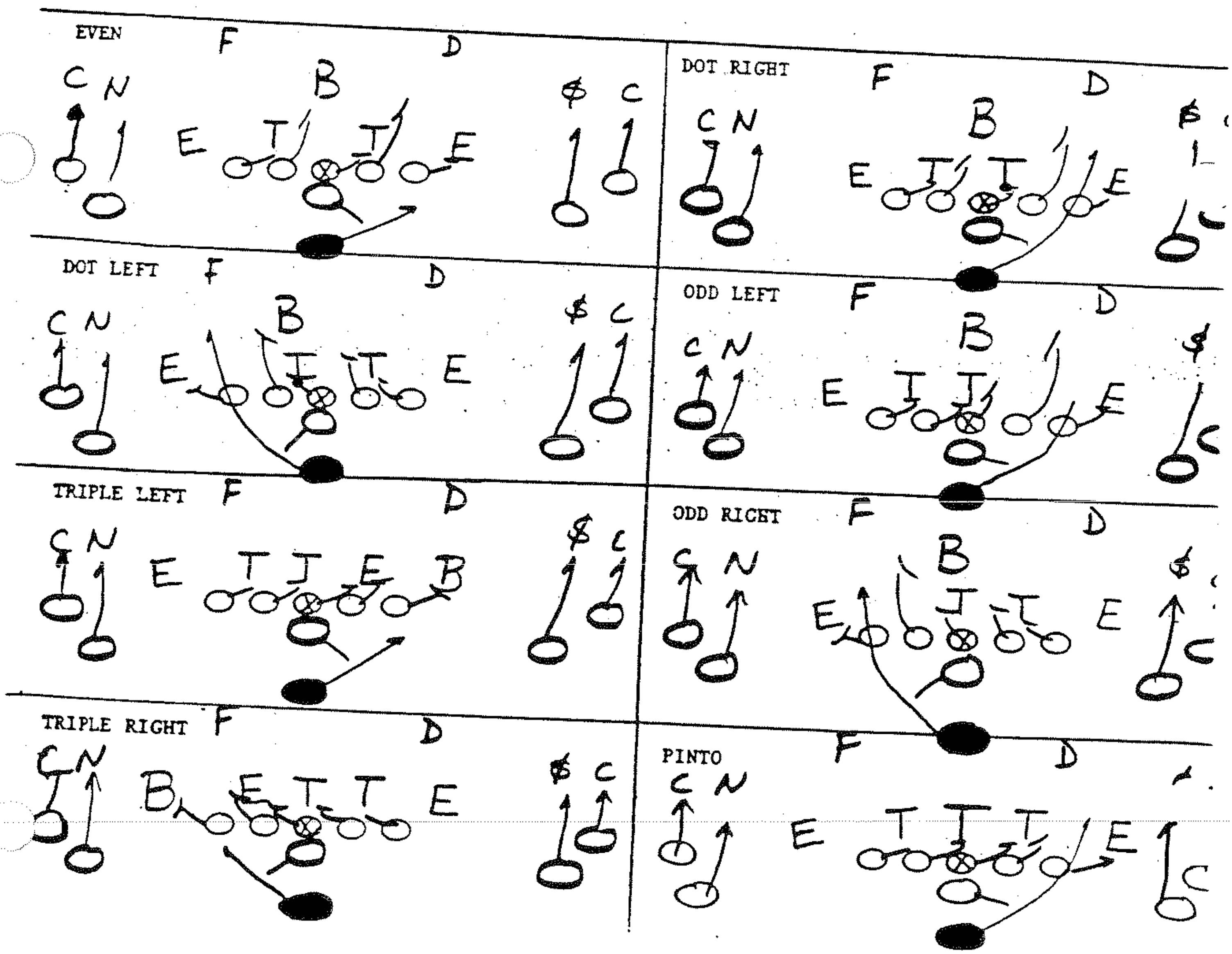




NICKEL RUN: NICKEL 18-19 C.W.M.

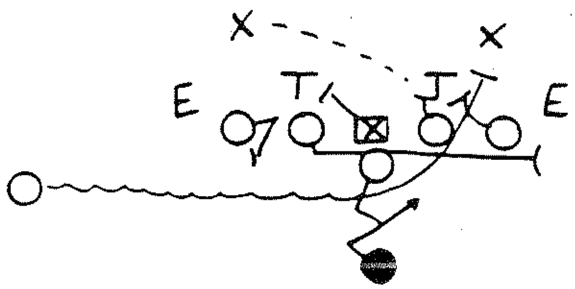
1) RUN TO THE TIGHTEST DE OR THE TIGHTEST DT. WE DONT WANT TO RUN TO A LOOSE 3 ar
   5 TECHNIQUE AT THE SAME TIME.
2) THIS IS BEST WHEN THE DE IS TIGHT AND NO BACKUP ON THE WIDE MEN.
3) RUN TO THE BIGGEST HOLE.
4) RUN TO THE BUBBLE.
5) IF 18 IS CALLED BELOW CHECK OPP. VS. DOT LT. OR ODD RT.

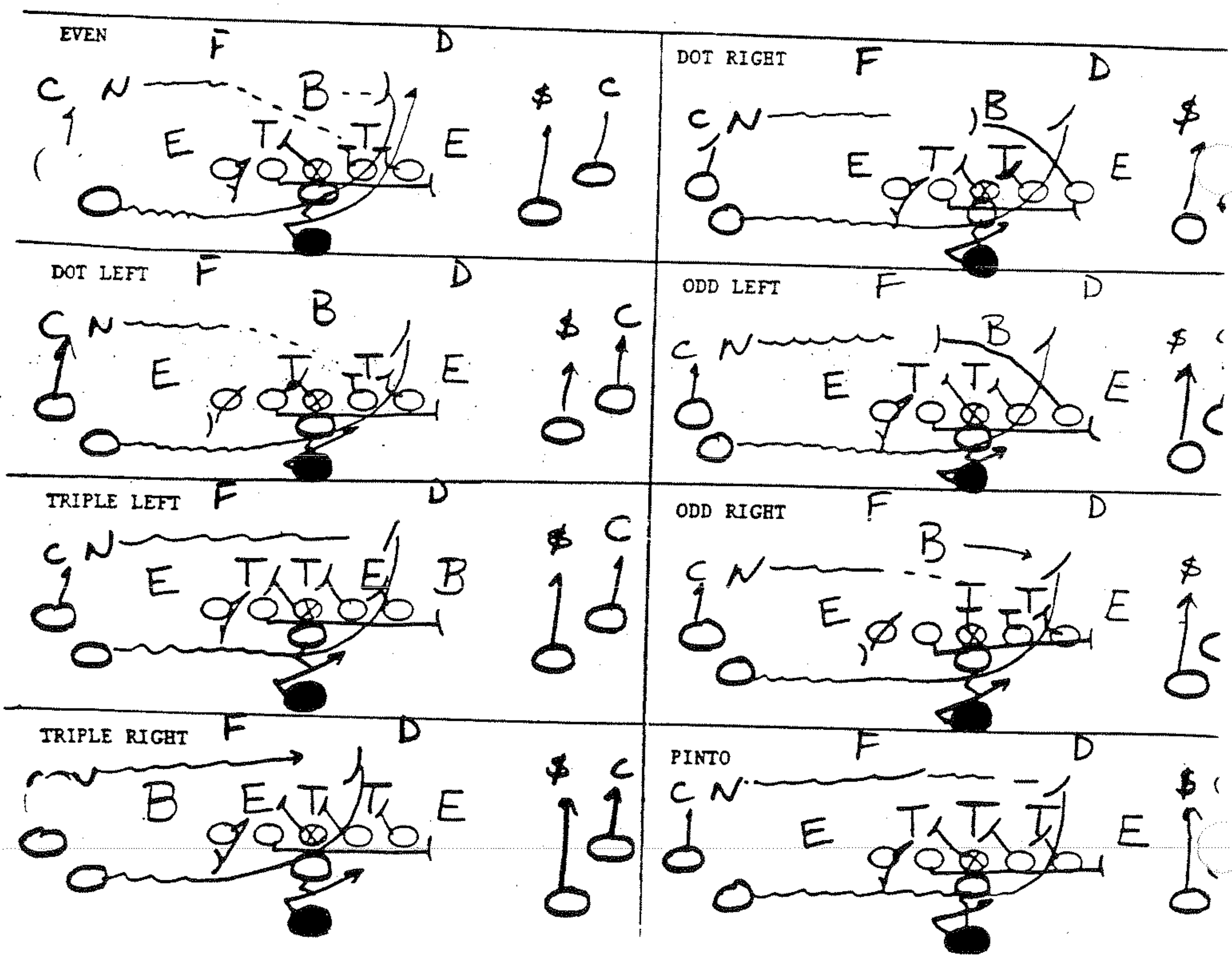




NICKEL RUN: NICKEL 34-35 OTTO SWITCH

1) THE MOTION MAN BLOCKS MIDDLE TO FRONTSIDE LB AREA.
2) THE DOWN BLOCK IS FOR THE FAR LB AREA.
3) BST USE QUEEN.

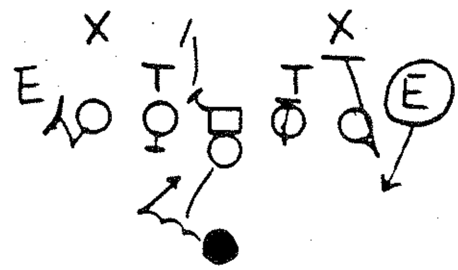


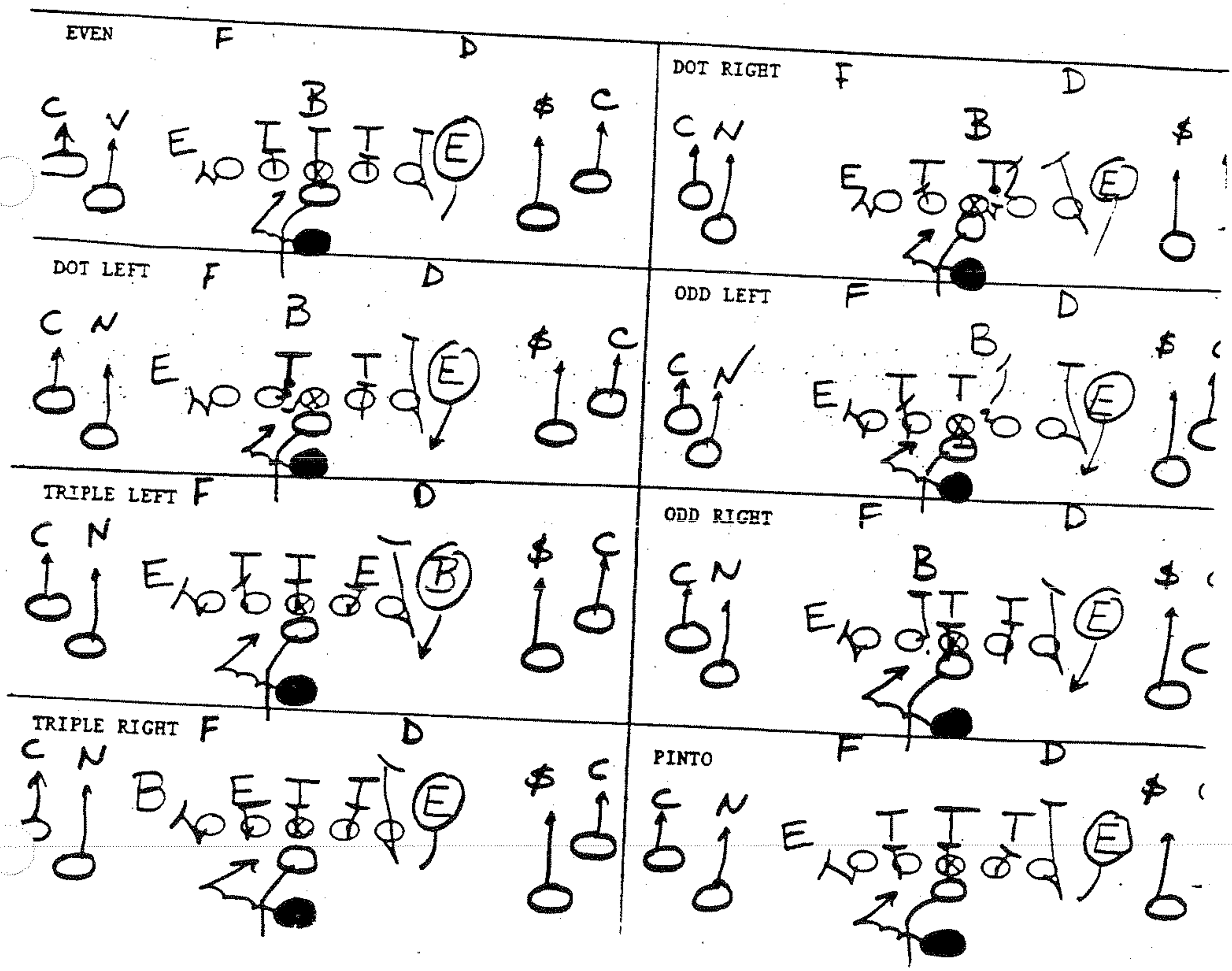


5

NICKEL RUN: NICKEL 51 SPRINT DRAW

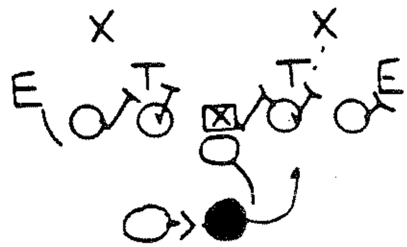
1) Let BS EMOL Go.
2) Center Secure FS Gap.
3) Center has F.S. Bump area.
4) Center will shut off Looper in T-T.



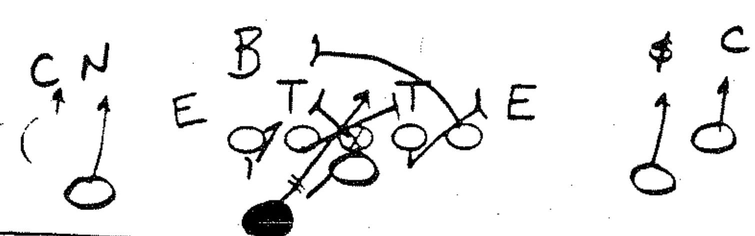


NICKEL RUN: NICKEL - 12-13 TRAP C.W.M.

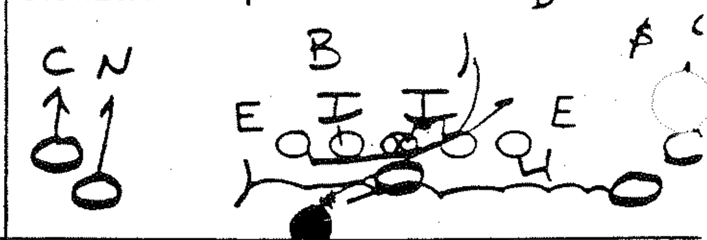
1) Run to Widest D.T.
2) Run to Bubble or Dot.
3) Tommy with Zipper vs. Odd or Dot.
4) Aud. to 16-17 vs. 6 in the Box.



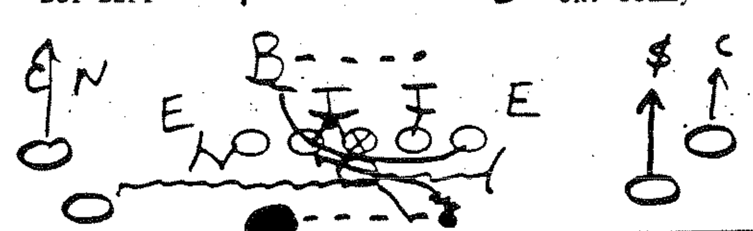
EVEN



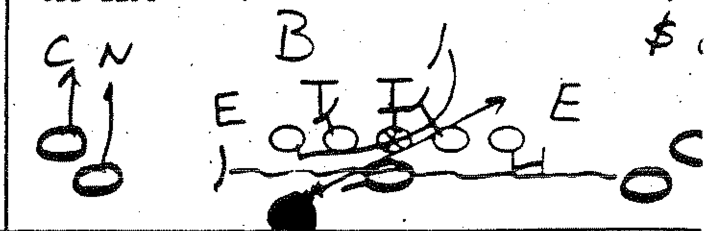
DOT RIGHT



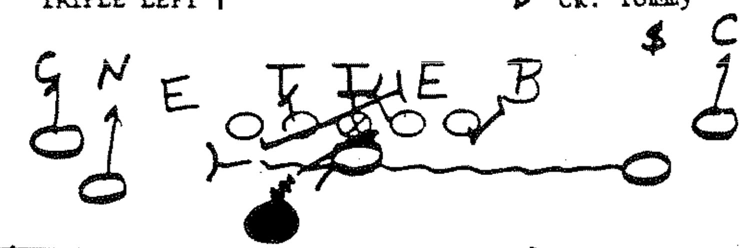
DOT LEFT Ck. Tommy



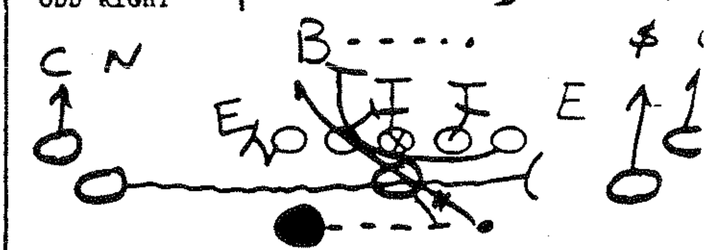
ODD LEFT Ck. Tommy



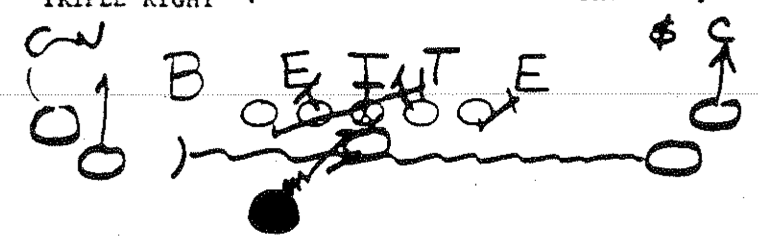
TRIPLE LEFT Ck. Tommy



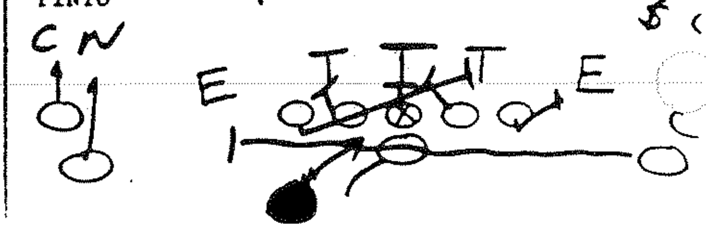
ODD RIGHT Ck. Tommy



TRIPLE RIGHT Ck. Tommy

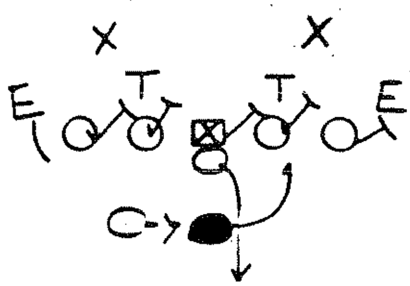


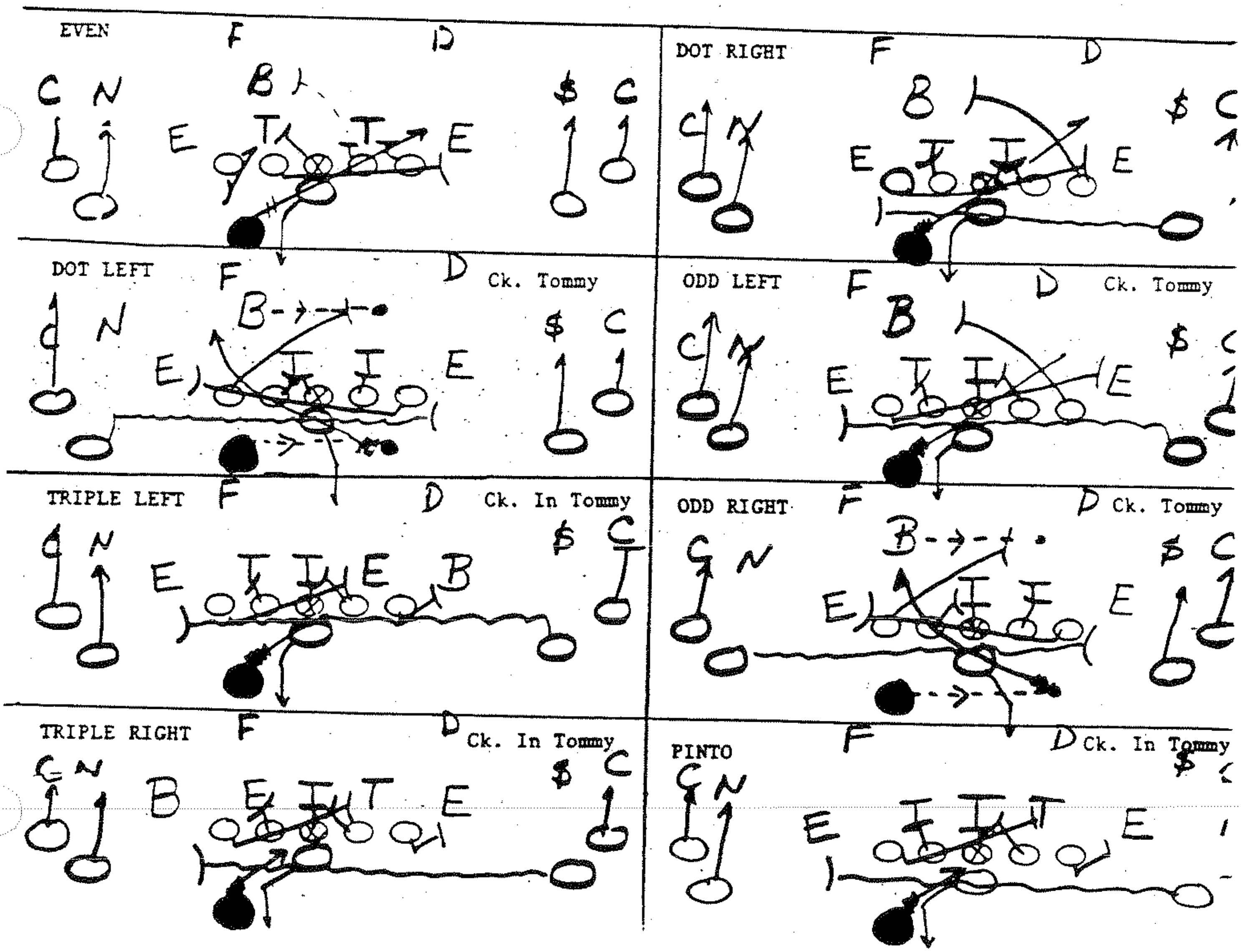
PINTO Ck. Tommy



NICKEL RUN: NICKEL -14-15 TRAP C.W.M.

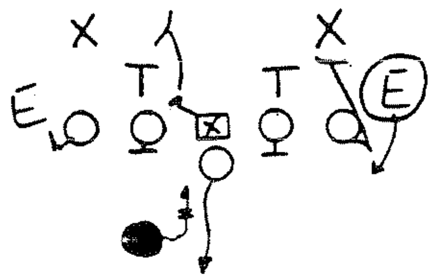
1) Run to Widest D.E.
2) Run to Bubble or Dot.
3) Tommy with Zipper vs. Odd or Dot.
4) Check "In" - (12-13) vs. Triple with Tommy & Zipper.

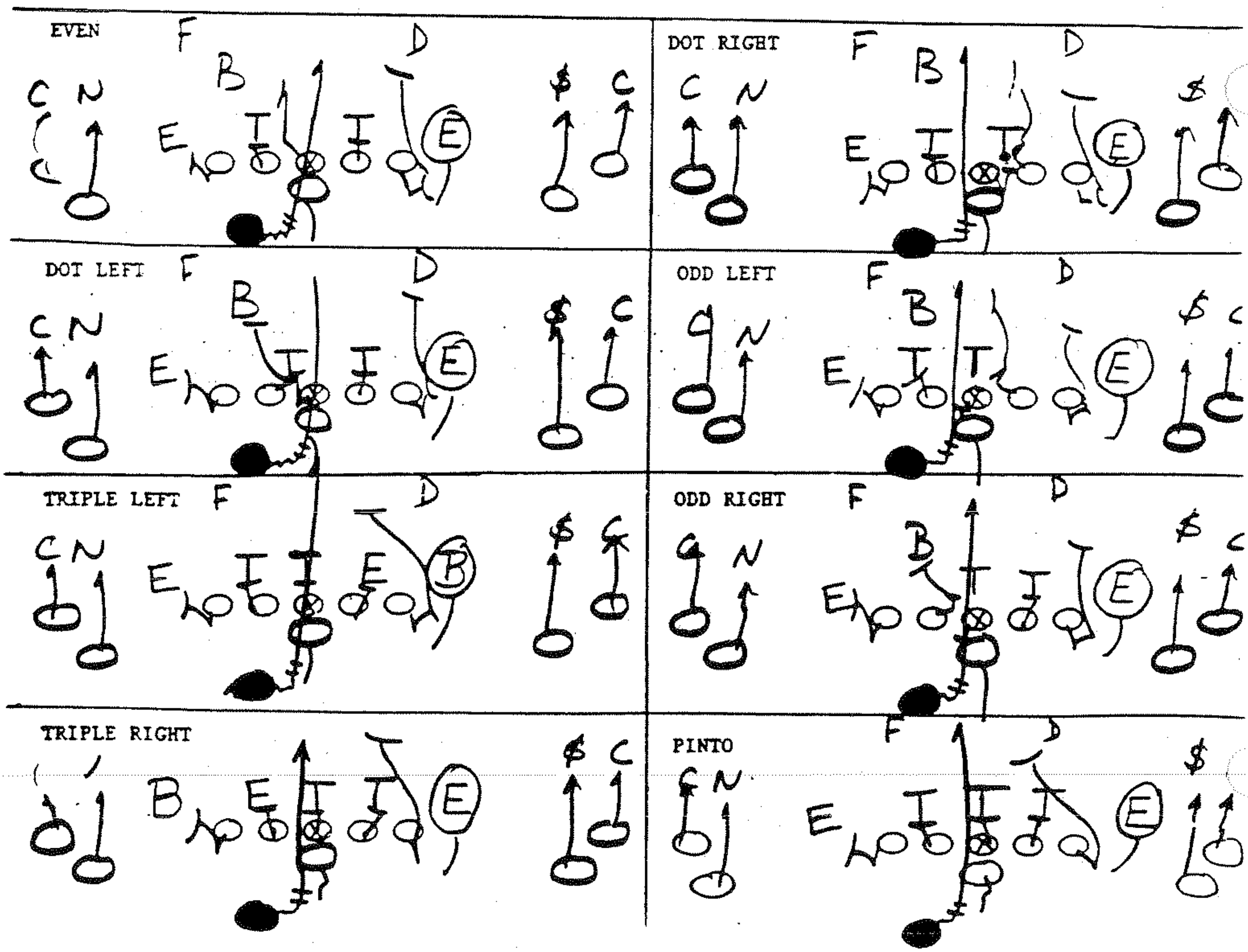




NICKEL RUN: NICKEL 51 DRAW

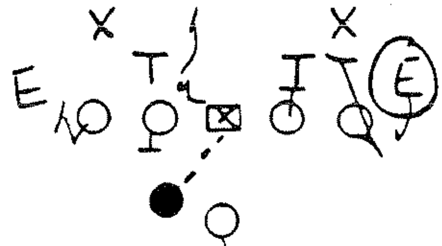
Same Rules as Nickel 51 Sprint Draw

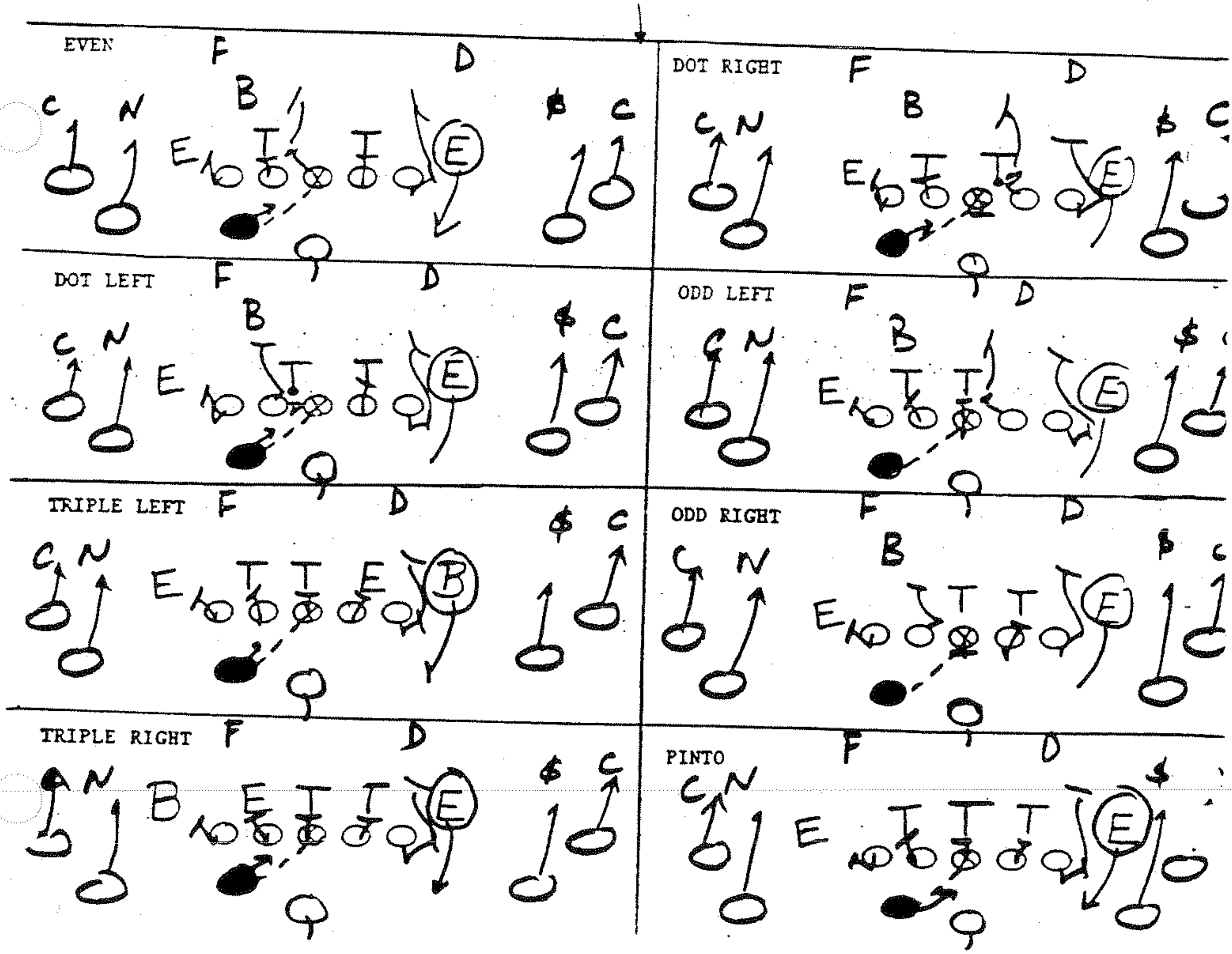




NICKEL RUN: NICKEL BUBBLE DRAW LEFT

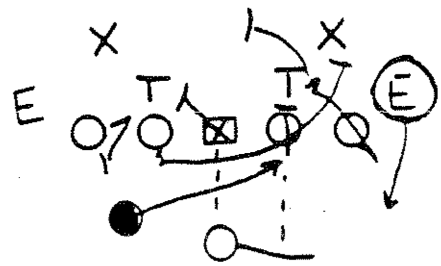
Same Rules as Nickel 51 Draw

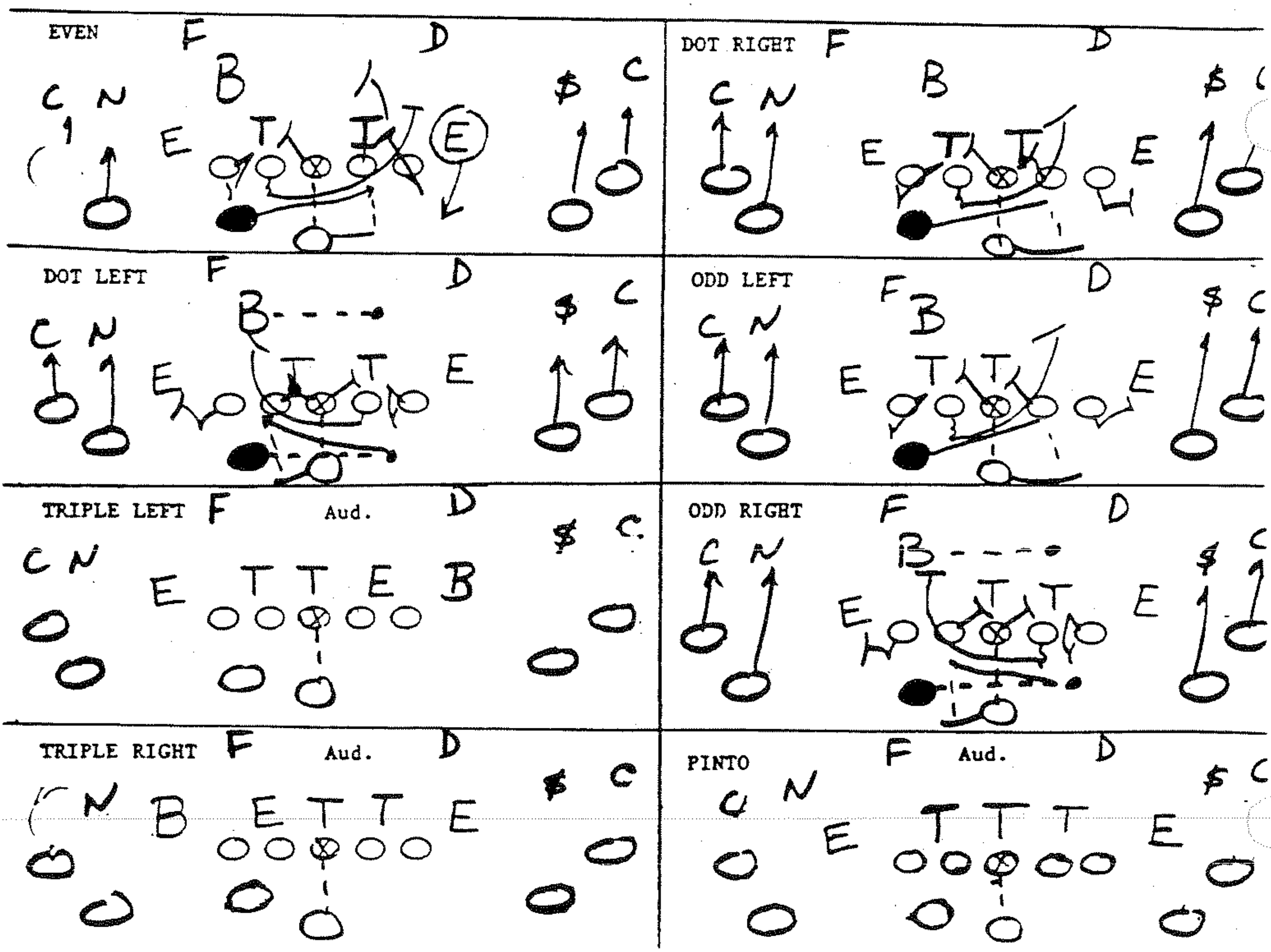




NICKEL RUN: NICKEL SHOVEL PASS C.W.M.

1) Run to Widest End.
2) Run to Bubble.
3) Vs. Odd or Dot, FST Block DE.
4) Aud. vs. Triple.

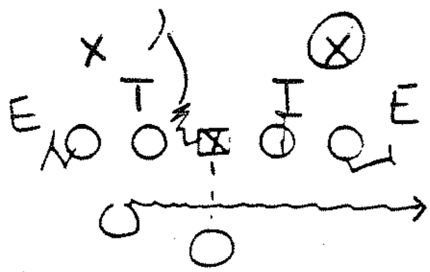


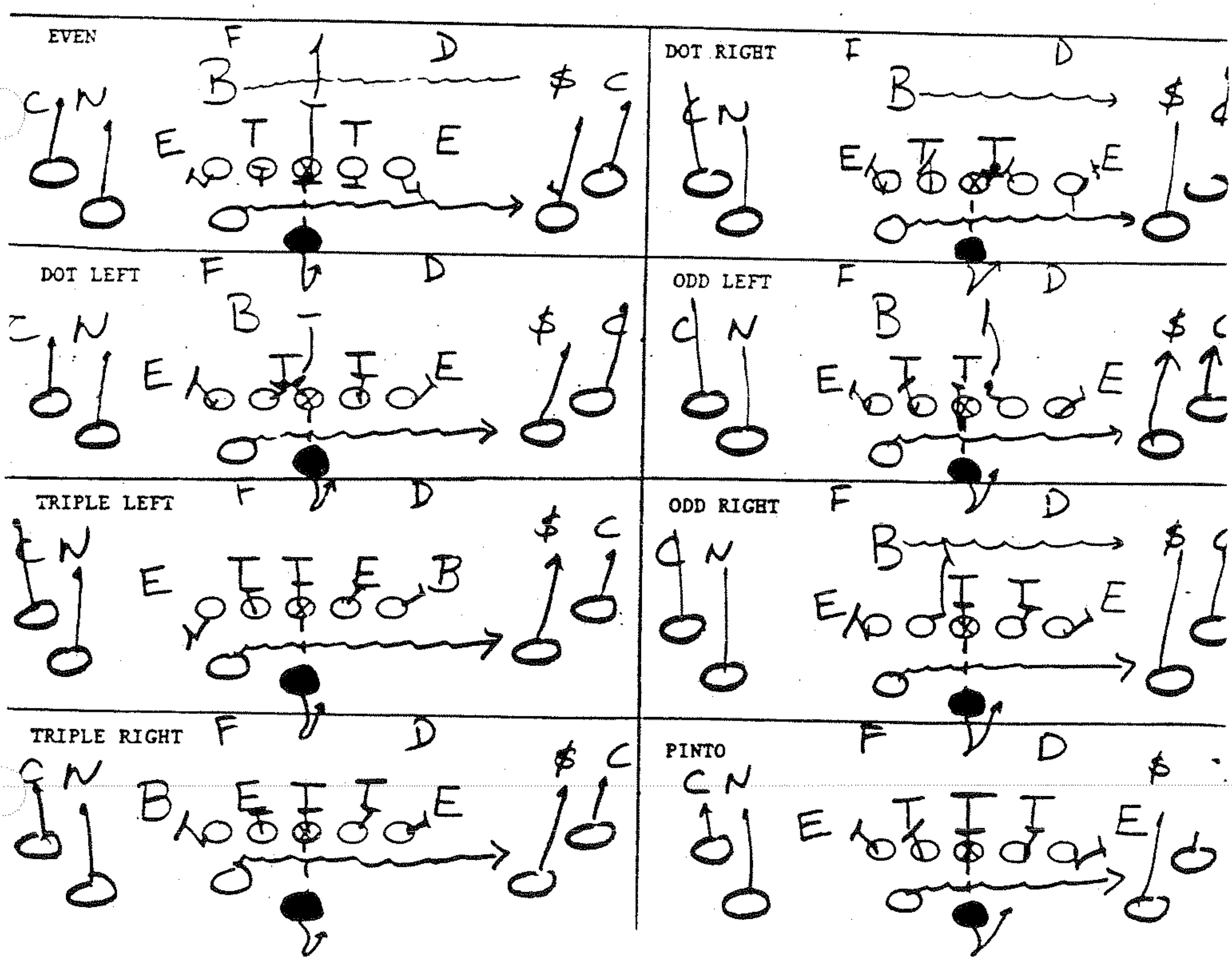


NICKEL RUN: NICKEL 51 QB DRAW

1) Same rules as Nickel 51 Draw - Except Rt. - Block D.E.

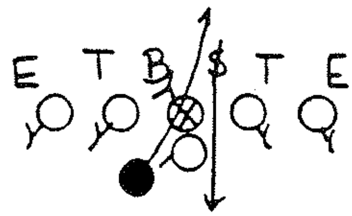
2) Let extra man go.



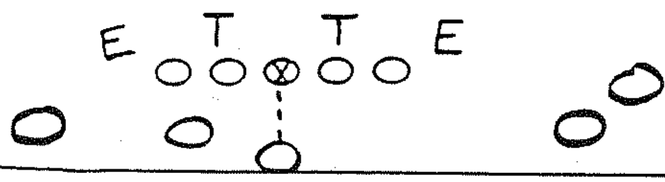


NICKEL RUN: NICKEL 93 FLY

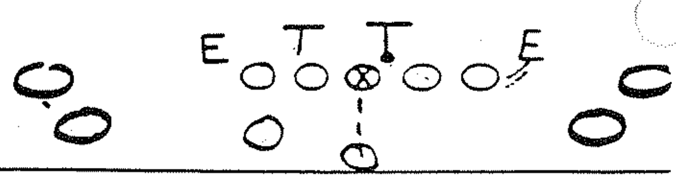
1) Used vs. Stickey Blitz.



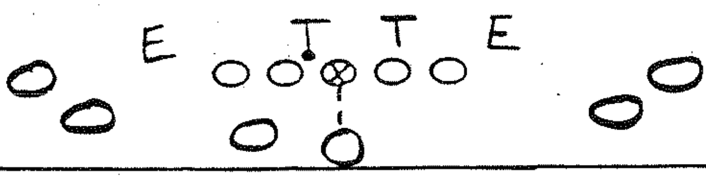
EVEN



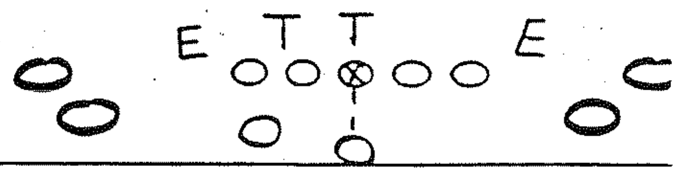
DOT RIGHT



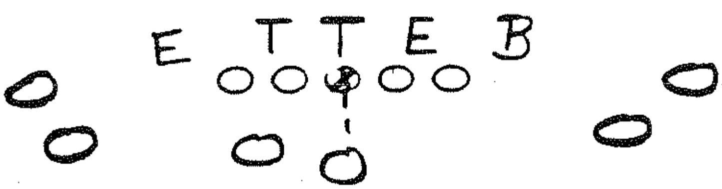
DOT LEFT



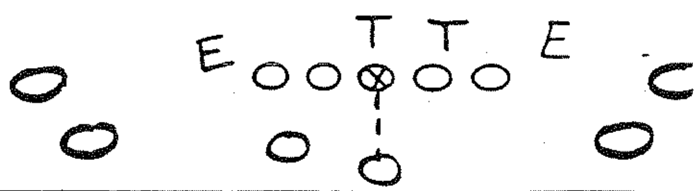
ODD LEFT



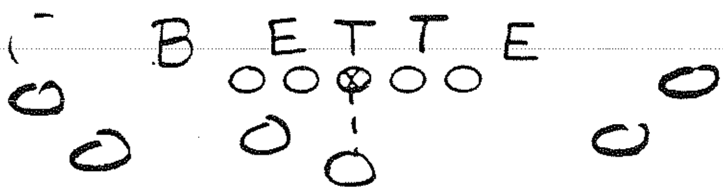
TRIPLE LEFT



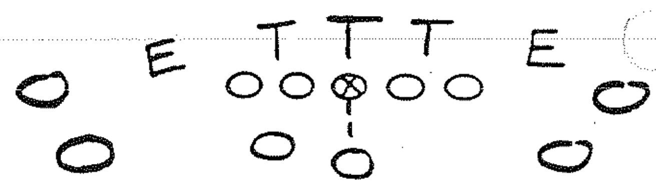
ODD RIGHT



TRIPLE RIGHT



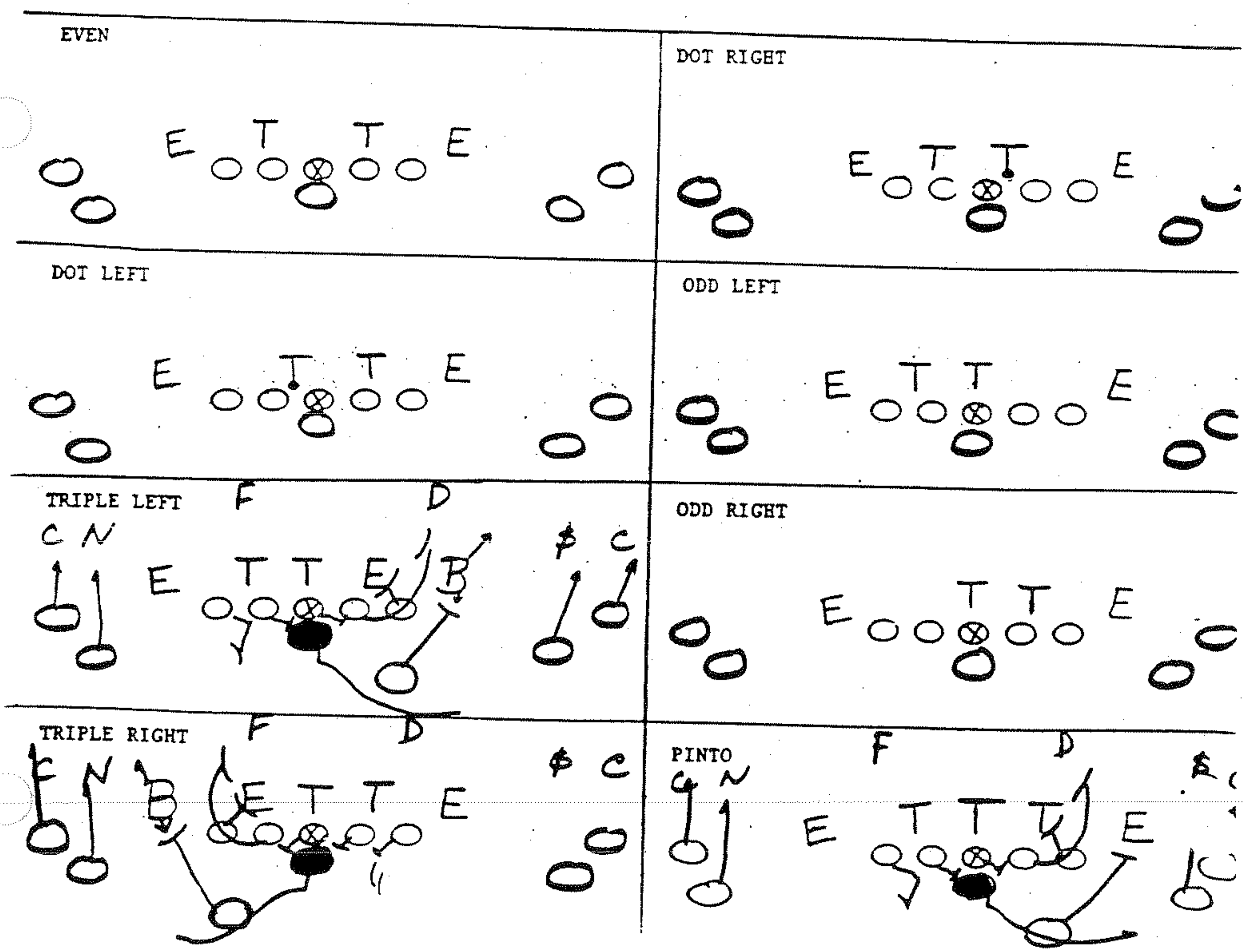
PINTO



13

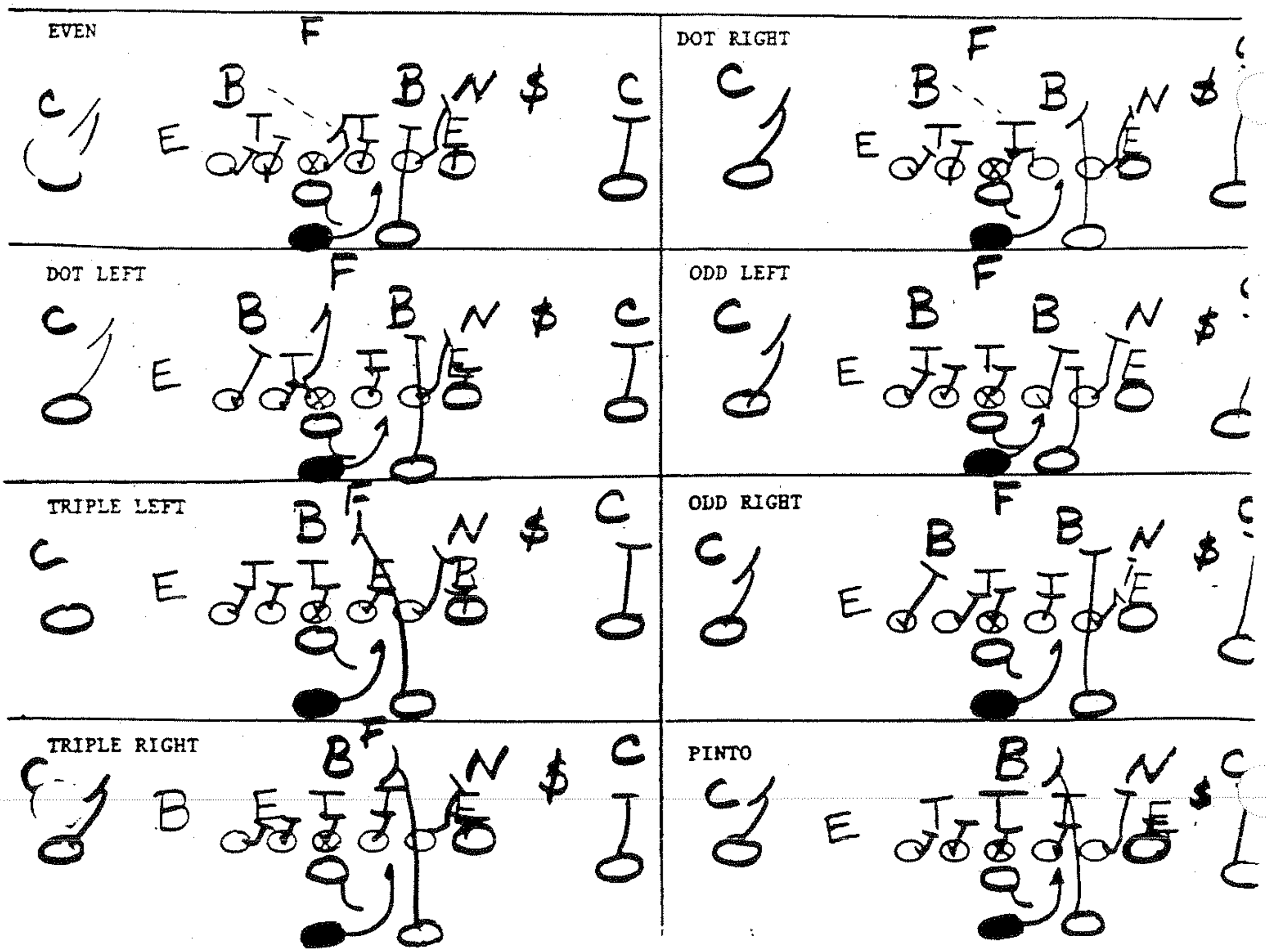
NICKEL RUN: NICKEL - Q8 - Q9

1) Use as Audible vs. Triple.
2) Back Cut EMOL; If he Drops, Run him off.
3) Reno-London B.S.



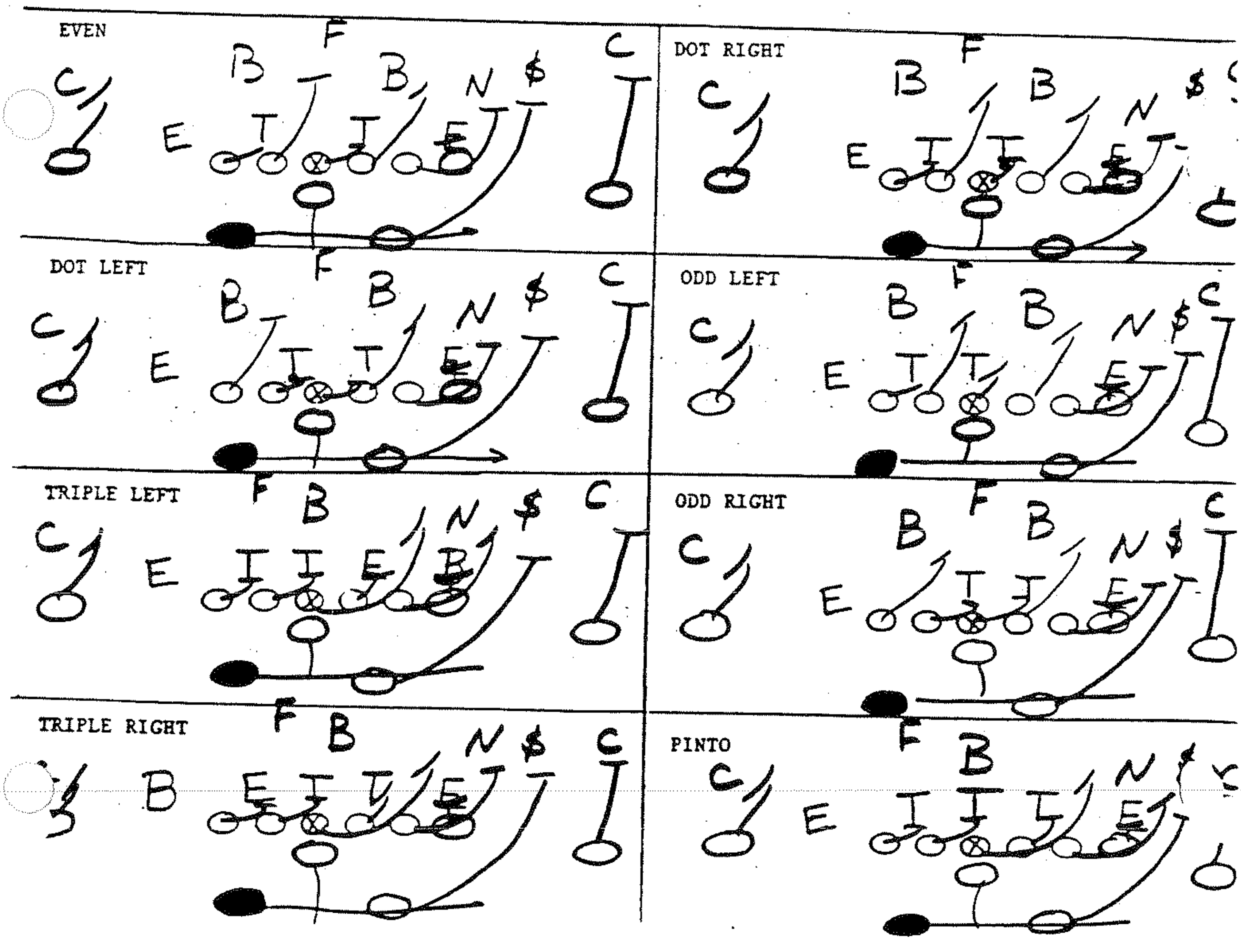
NICKEL RUN: NICKEL - 46-47 LEAD

1) F.S.T. work with T.E. to account for man on or outside the DE.
2) "Kill" the BS DT if possible.



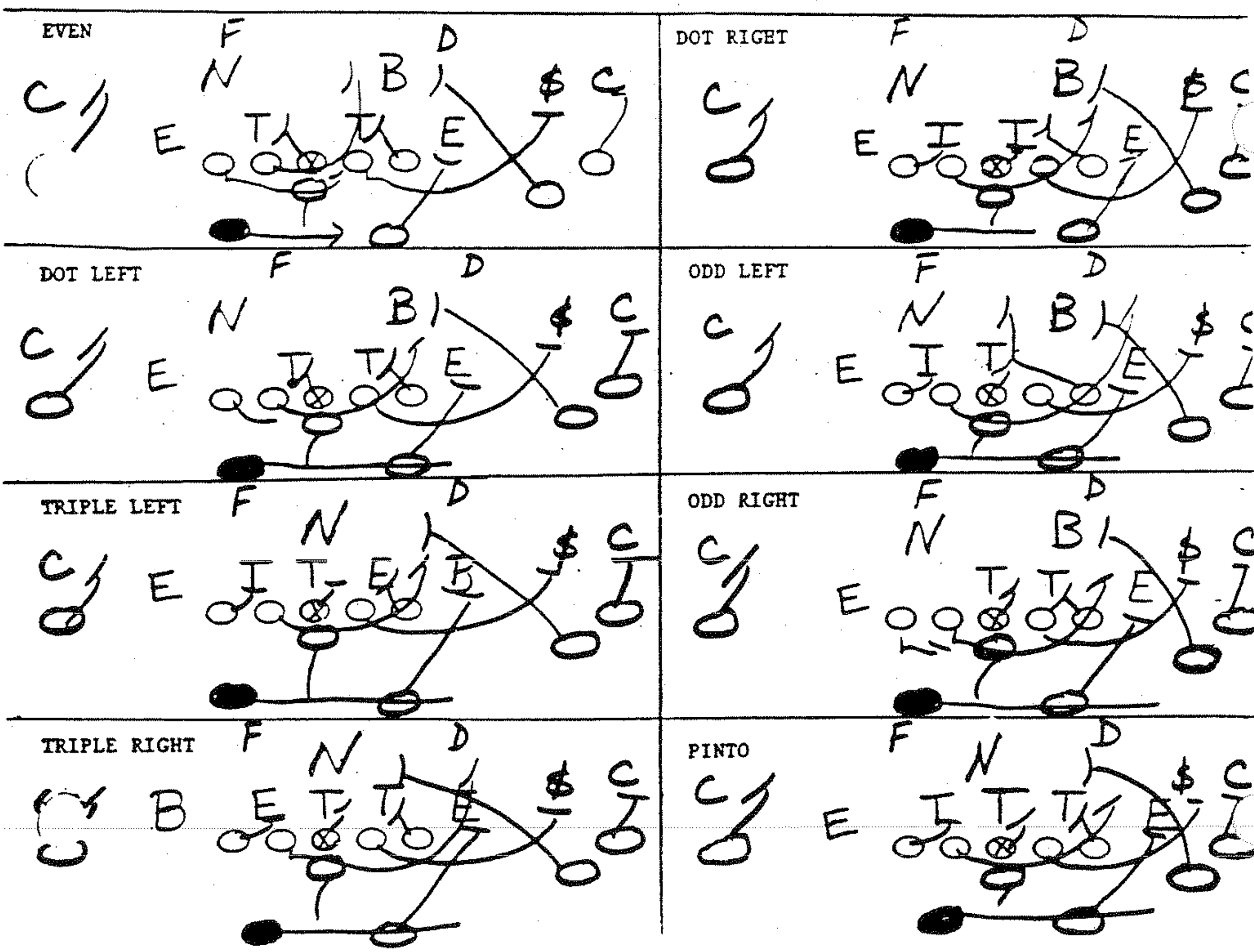
NICKEL RUN: NICKEL - 18-19 BOSS

1) Good when the D.E. is inside and the cover man is on the TE. (Soft) - Use B.



NICKEL RUN: NICKEL - 18-19 BIM CRACK

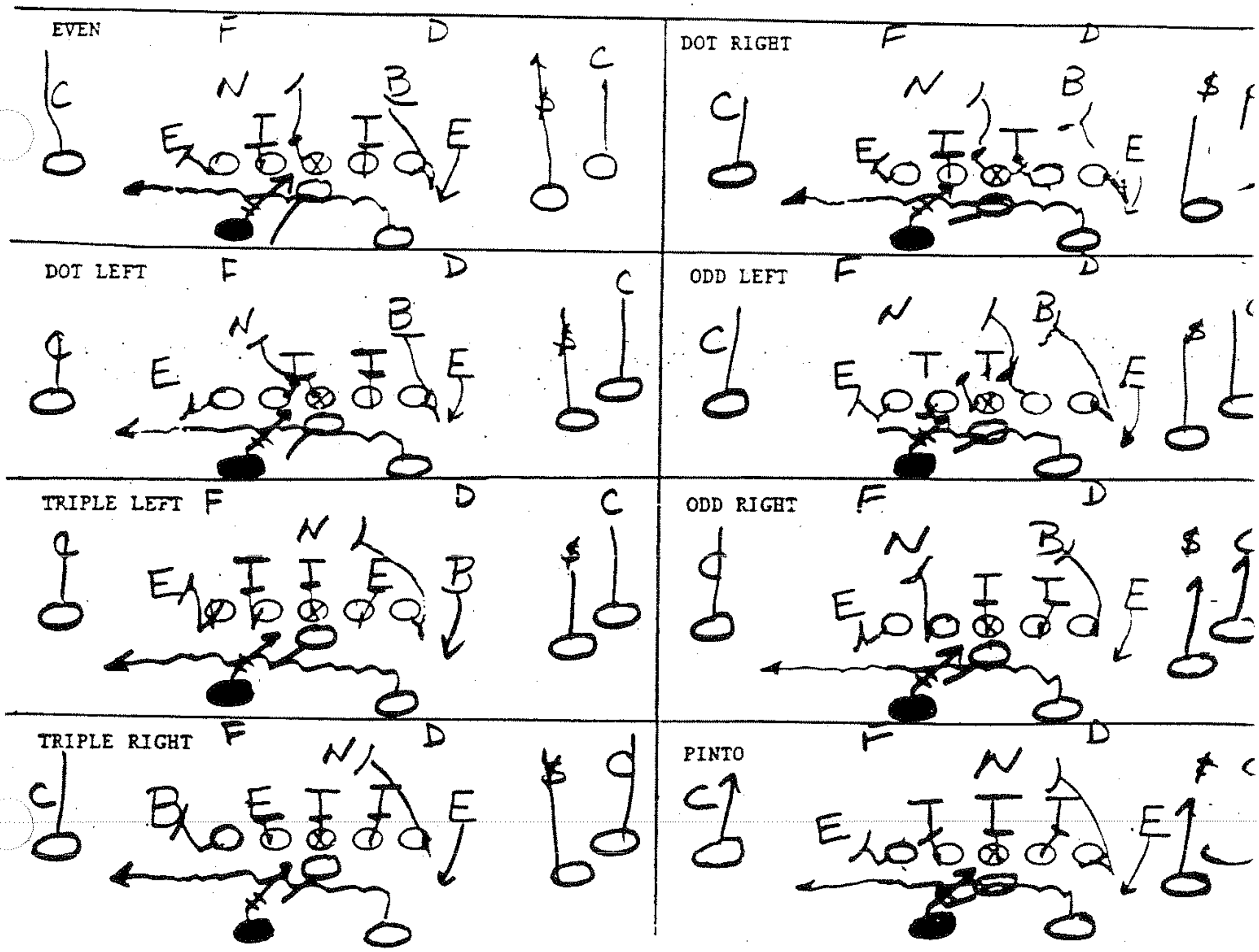
1) Back Cuts EMOL.
2) Inside Receiver Cracks LB Level.
3) Both Guards Pull
4) Vs. Bubble or Dot Onside Tackle insures the Centers Block.



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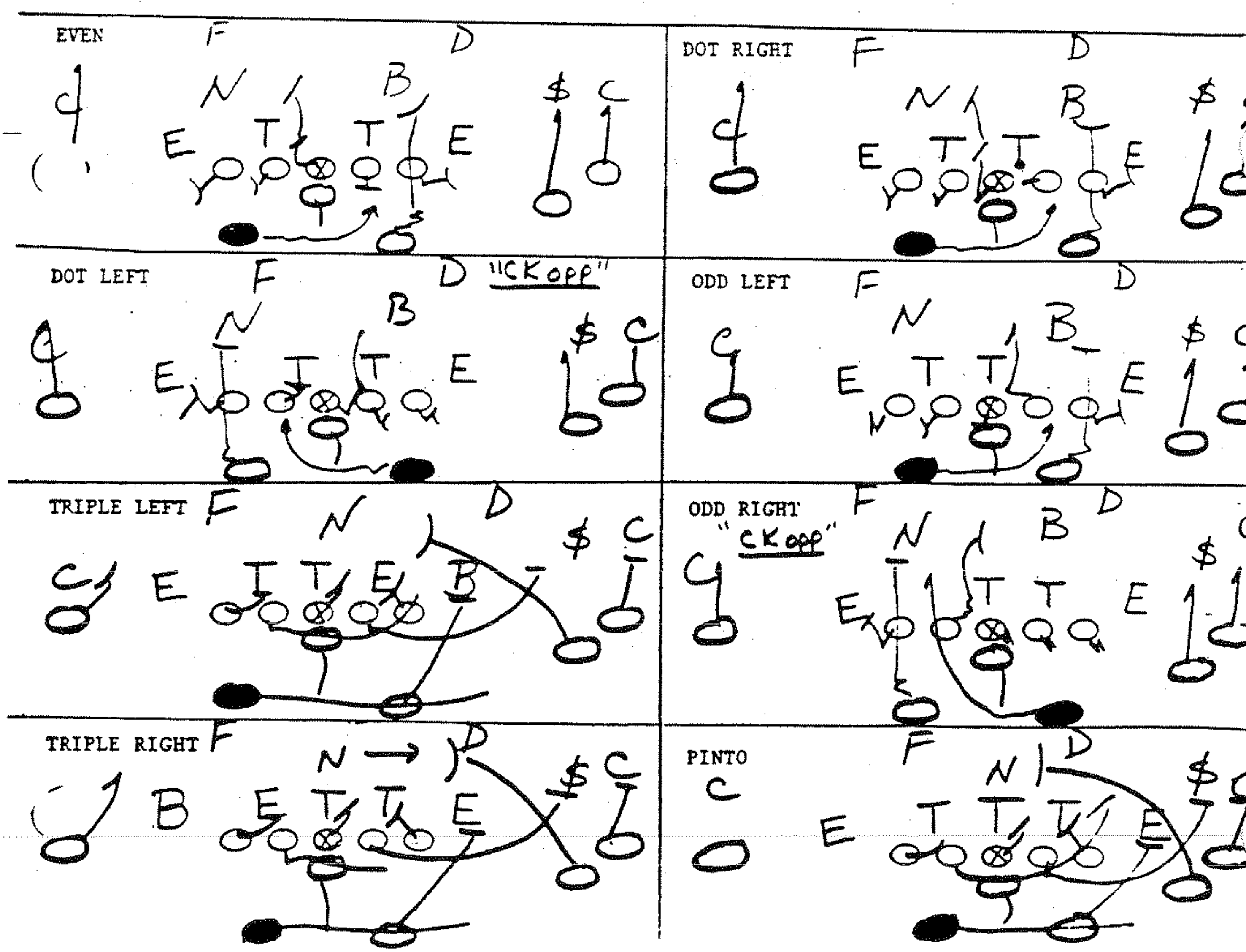
NICKEL RUN: NICKEL - 51 SPRINT DRAW

1) Same Rules as 51 Draw
2) F.B. Motion may pull out Cover Man.
3) Let B.S. EMOL Go.



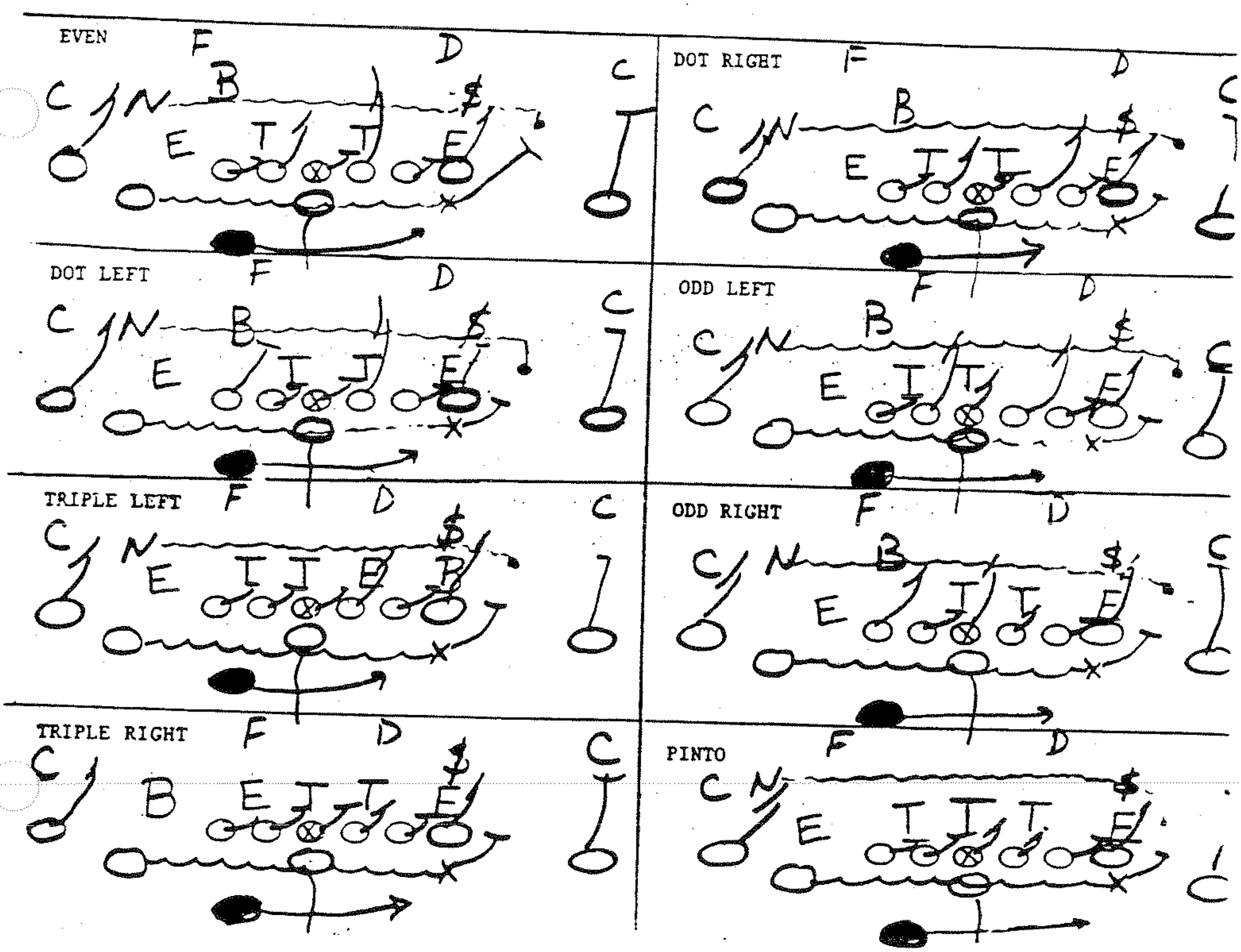
NICKEL RUN: NICKEL FOX - 2-3 DRAW C.W.M.

1) Call Strong.
2) If Bubble or Dot Weak, Check Opposite.
3) Audible 18-19 Bim Crack vs. Triple.



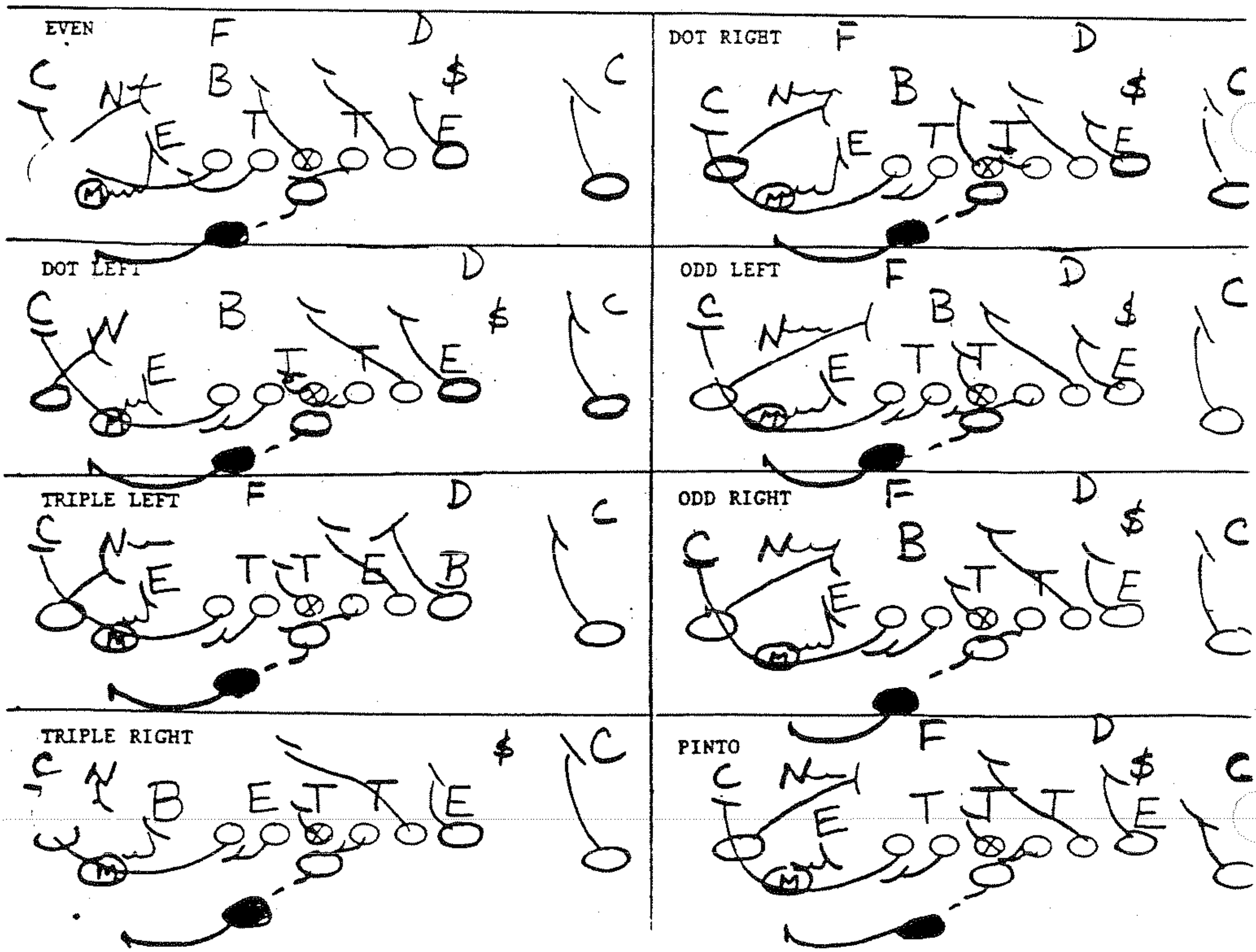
NICKEL RUN: NICKEL 58-59 MIKE EXTRA

1) A Run to Fit in with our 70-71 Extra Protection.
2) QB shows Pass-Over the Top.

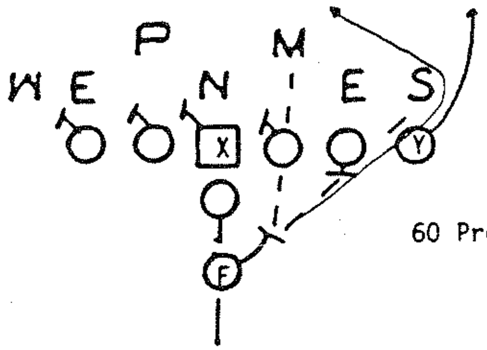


NICKEL RUN: NICKEL - FLIP 8-9 CRACK

1) A Run to fit in with our 70-71 Extra Protection.
2) Motion tracks DE to next level.



<u>60 SERIES</u>



60 Protection

This is slide protection away from call, even number right and odd number to the left. Usually the FB has a double check call side.

1. Five or seven step drop (QB will call Short to indicate 5 step drop).

2. FB to call side with double read on LB's (inside-out).

3. 60-61 FB Check Arc, 62-63 FB Check Wide.

4. Linemen slide away from call versus 34 defense.

5. Usually one back in backfield.

6. HB scat, in most 60 Series Protections.

7. 68/69 TE blocks. No "Q". FB block MLB'er to a Thru route.

8. 64/65 two backs in backfield blocking LB's to call side. Linemen slide away from call.

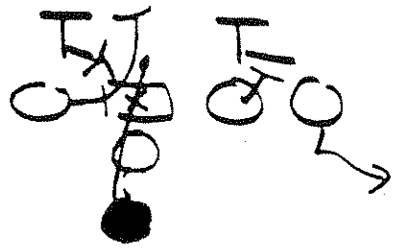
9. 66-67 HB Scat - Line will slide strong...TE slide to block the Strong Safety.

10. 66-67 Max HB-FB Weak to block Win and Peg...Line slide strong...TE look to block the Strong Safety... Anticipated Strong Safety blitz.

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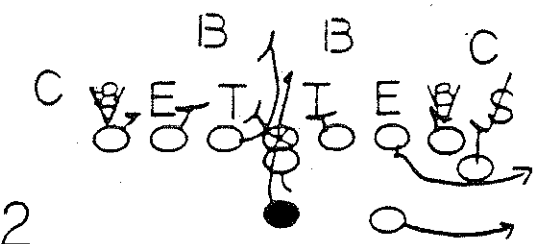
GOAL LINE

GOAL LINE 32 TAKE VS OUT CHG



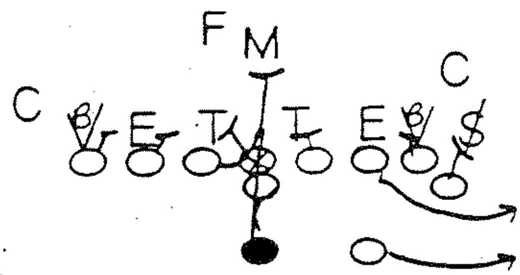
CK "TOM" VS GAP T's





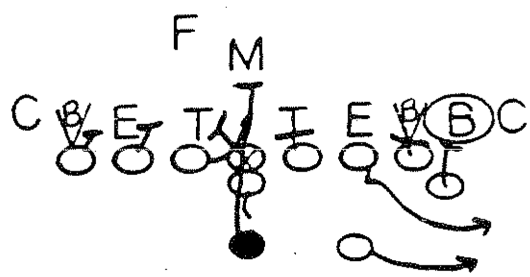
62





61

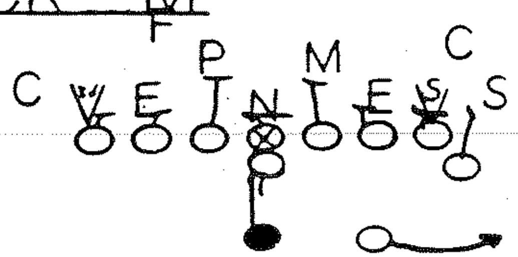




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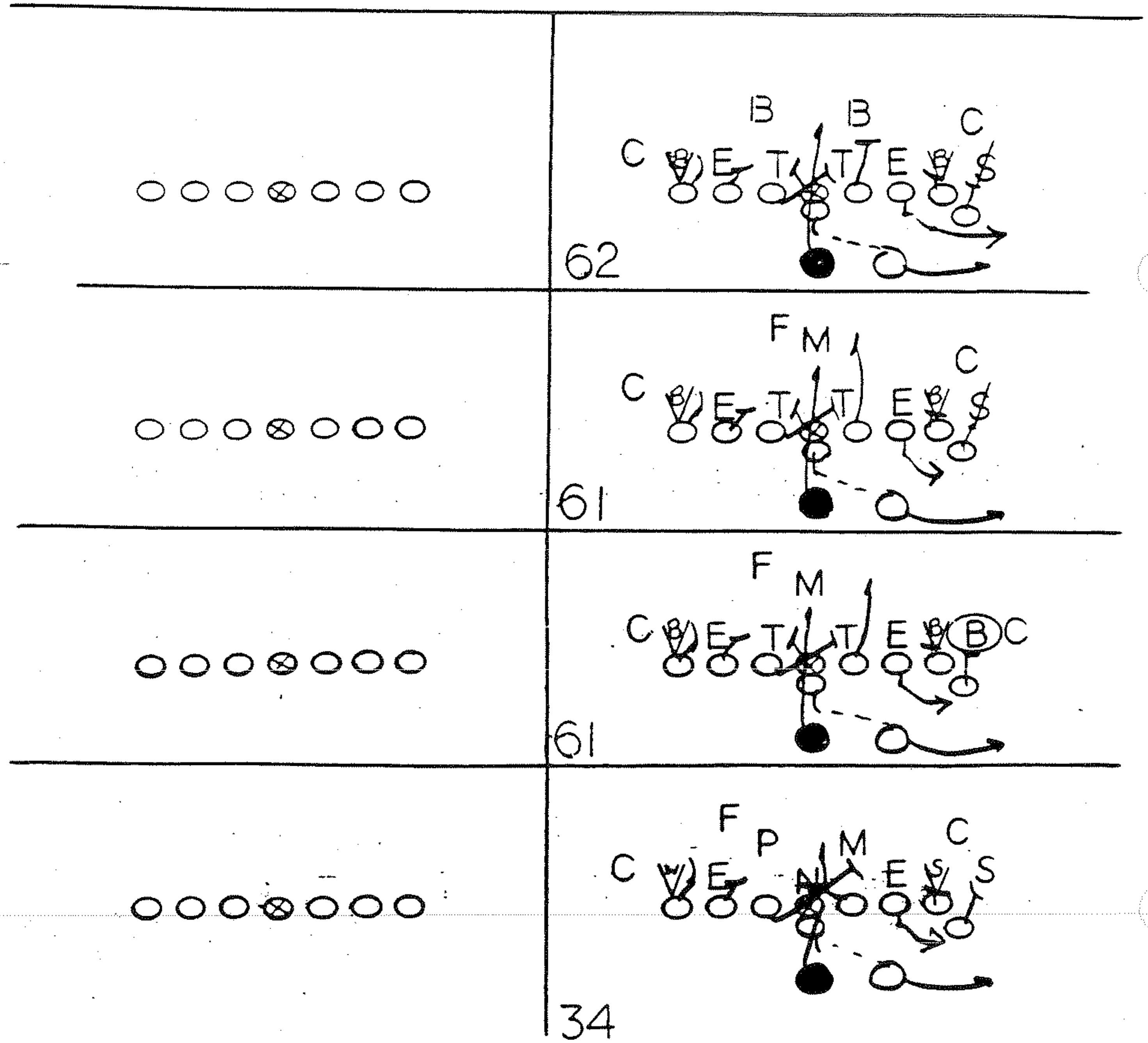


CK M/F

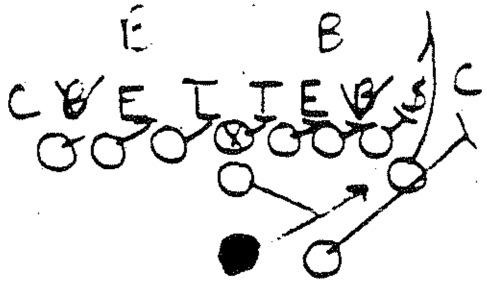


34

② GOAL LINE 32 TRAP



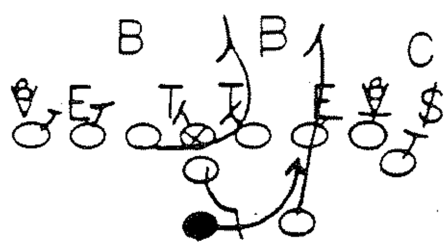
GOAL LINE 46 LEAD/ LEAD I/ LEAD RELEASE LEAD KEEPER LEAD EXCHANGE



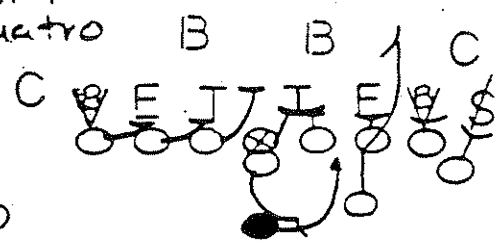
★ Pass "CK 28 D. Boss" VS DE INSIDE

46 LEAD

LEAD I

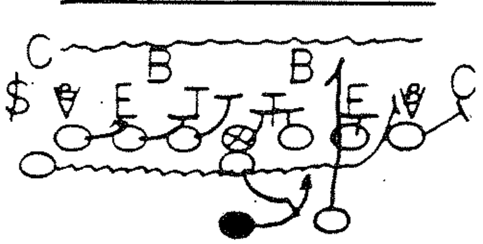


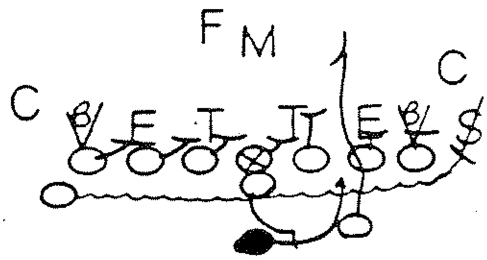
STICK
TREY
Pony
Quatro



62

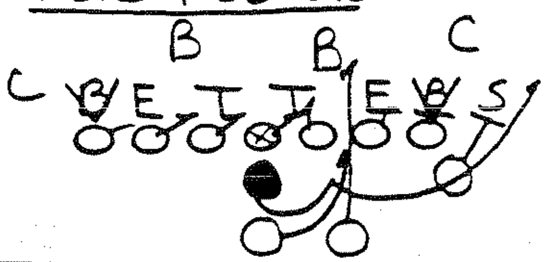
LEAD RELEASE

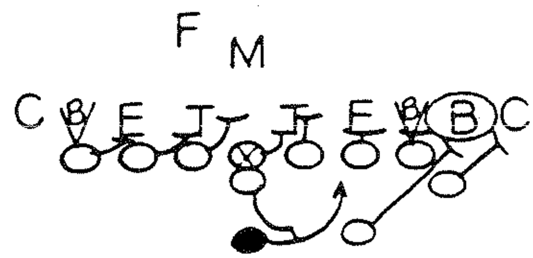




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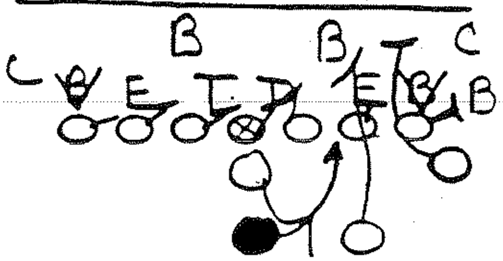
LEAD KEEPER

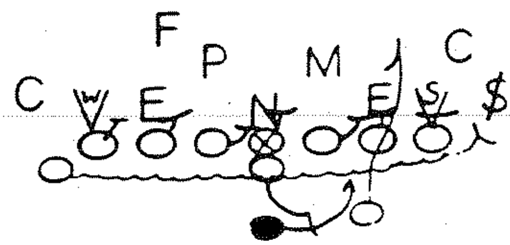




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LEAD EXCHANGE

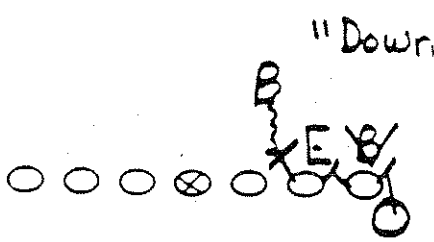


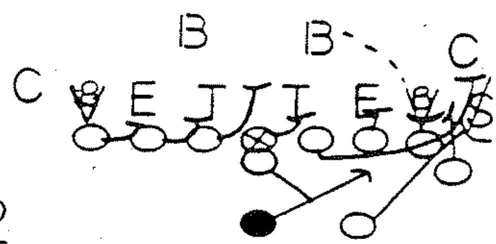


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(9)

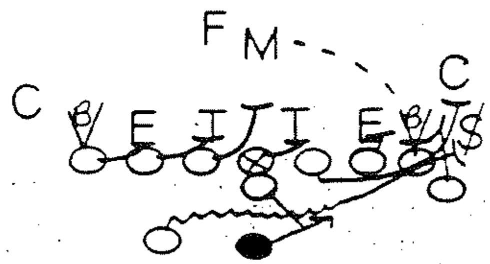
GOAL LINE 28 DICK UP





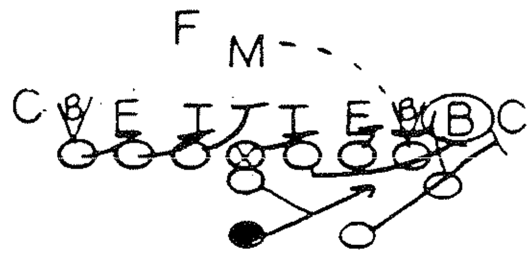
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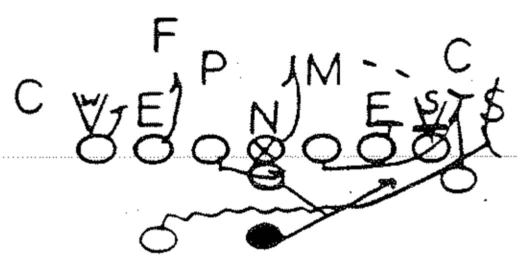
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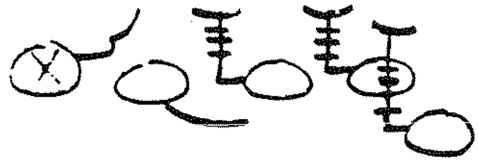


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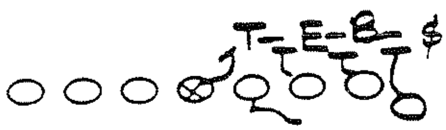
GOAL LINE 28 DOWN

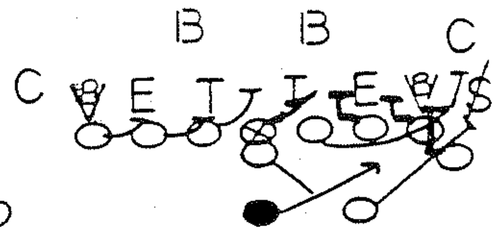
★ Best vs Big out

Charges Gap Step - North



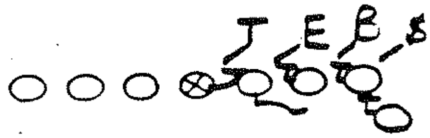
OUT

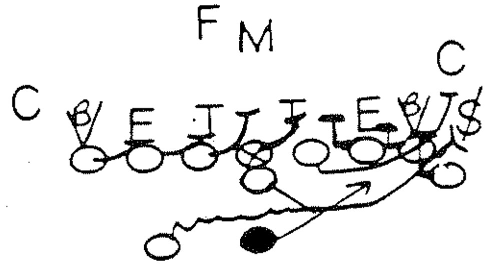




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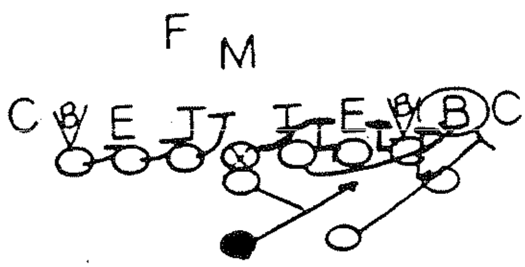
IN



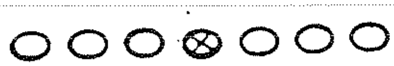


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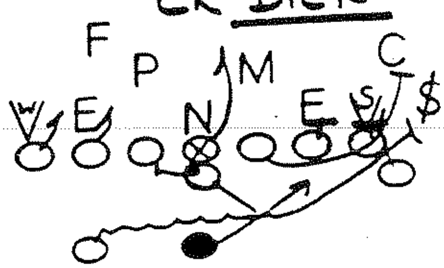


61



CK "DICK"

NO DOWN unless walk up.



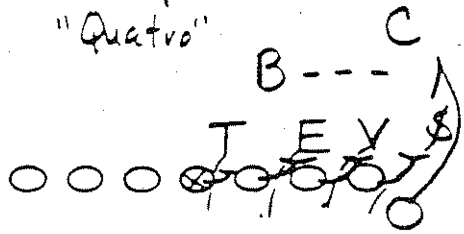
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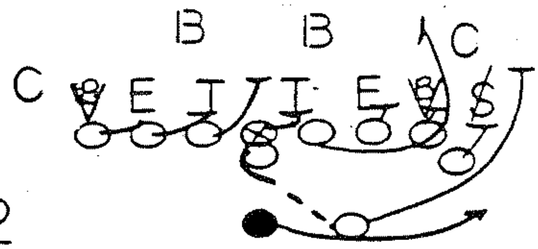
⑥

GOAL LINE PITCH 48 DOUBLE Boss
"P-48"

Poss Express

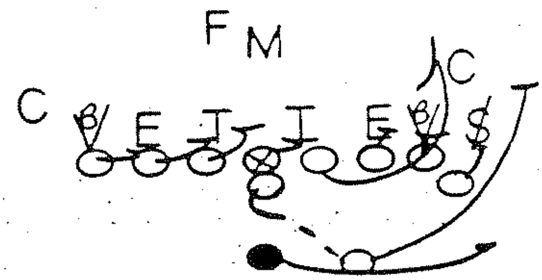
"Quatro"





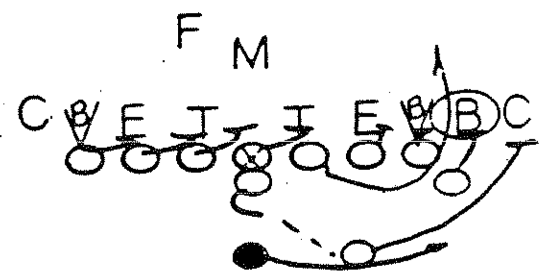
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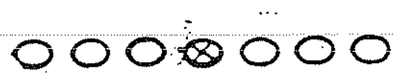


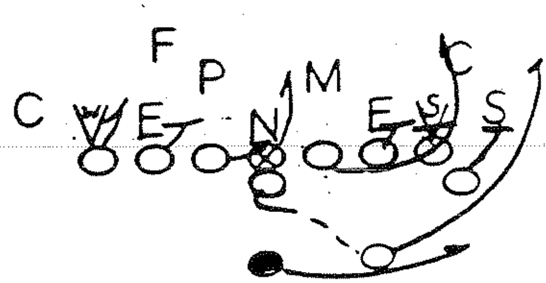
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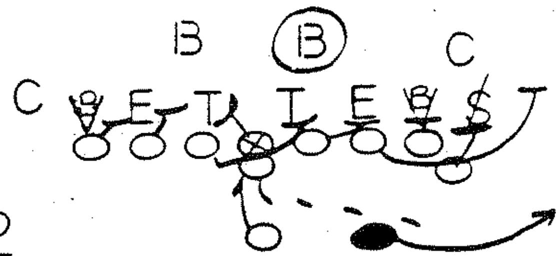




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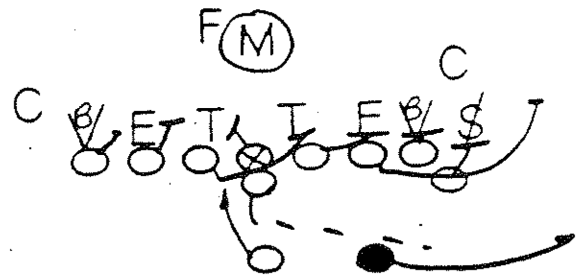
GOAL LINE FLIP 8 TESS





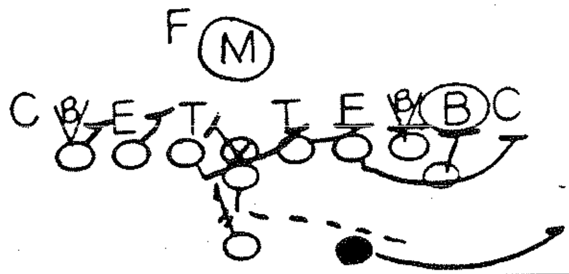
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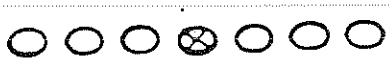


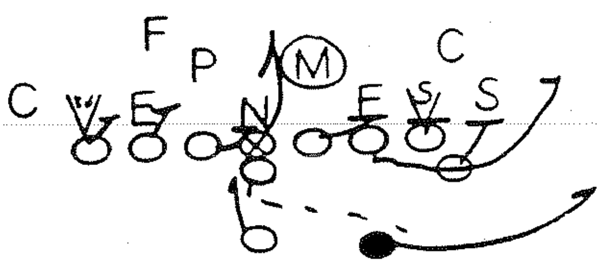
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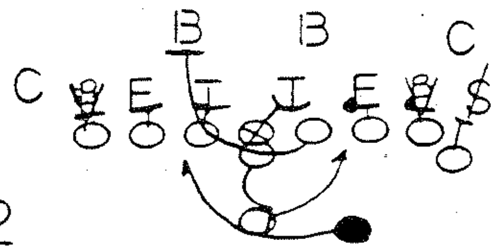




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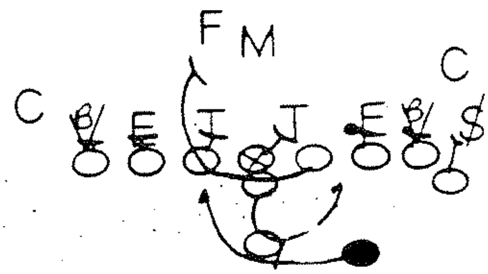
(8) GOALLINE HB 5 CROSSBUCK





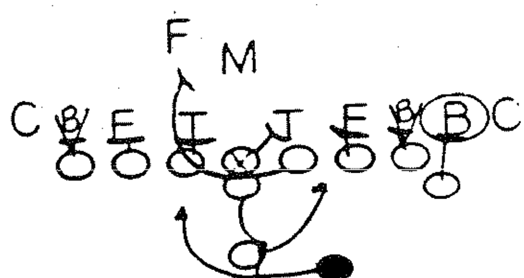
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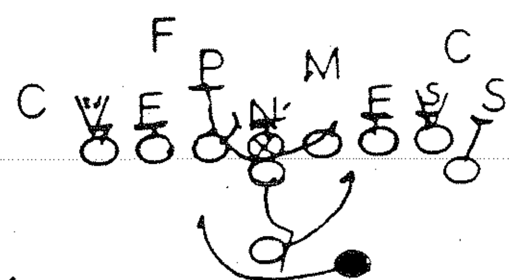
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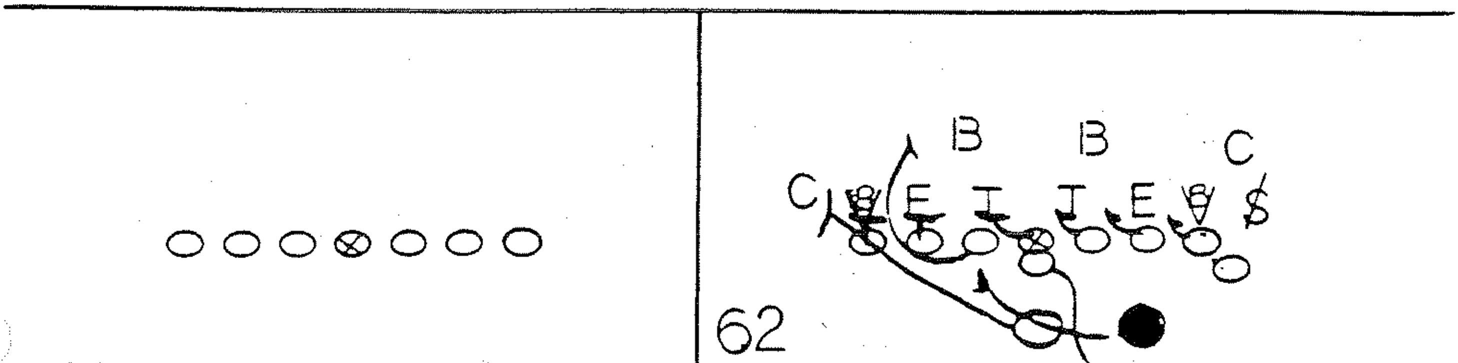
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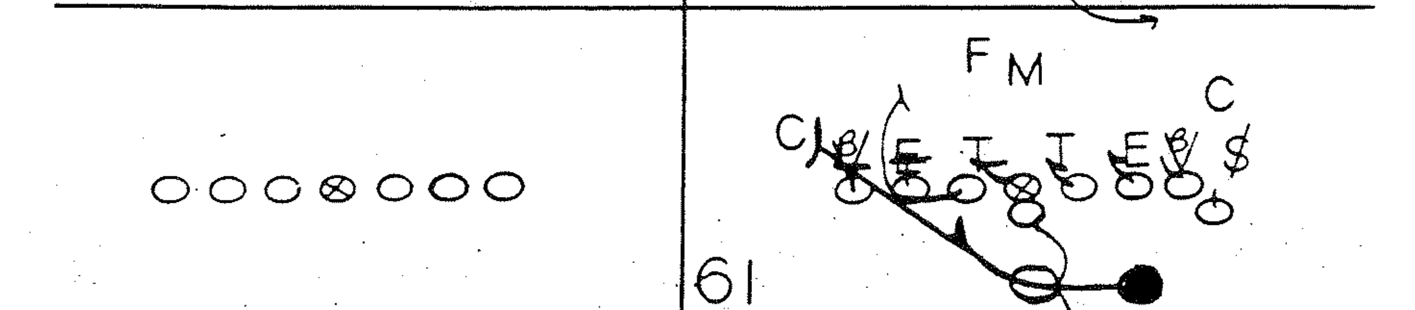


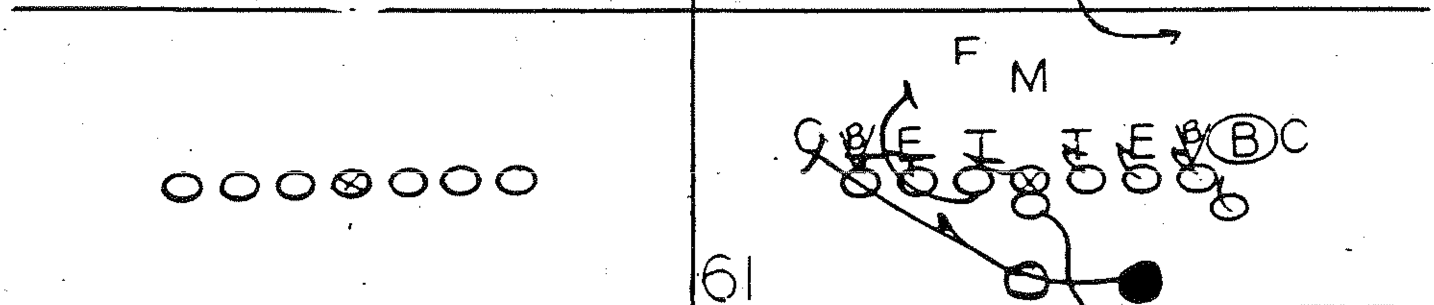


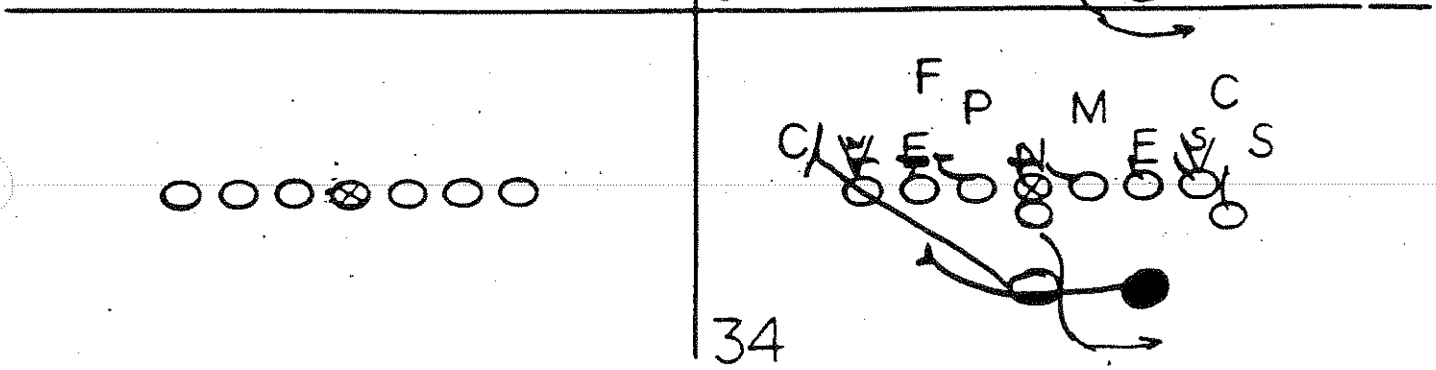
34

GOAL LINE 16-17 Boss Weak





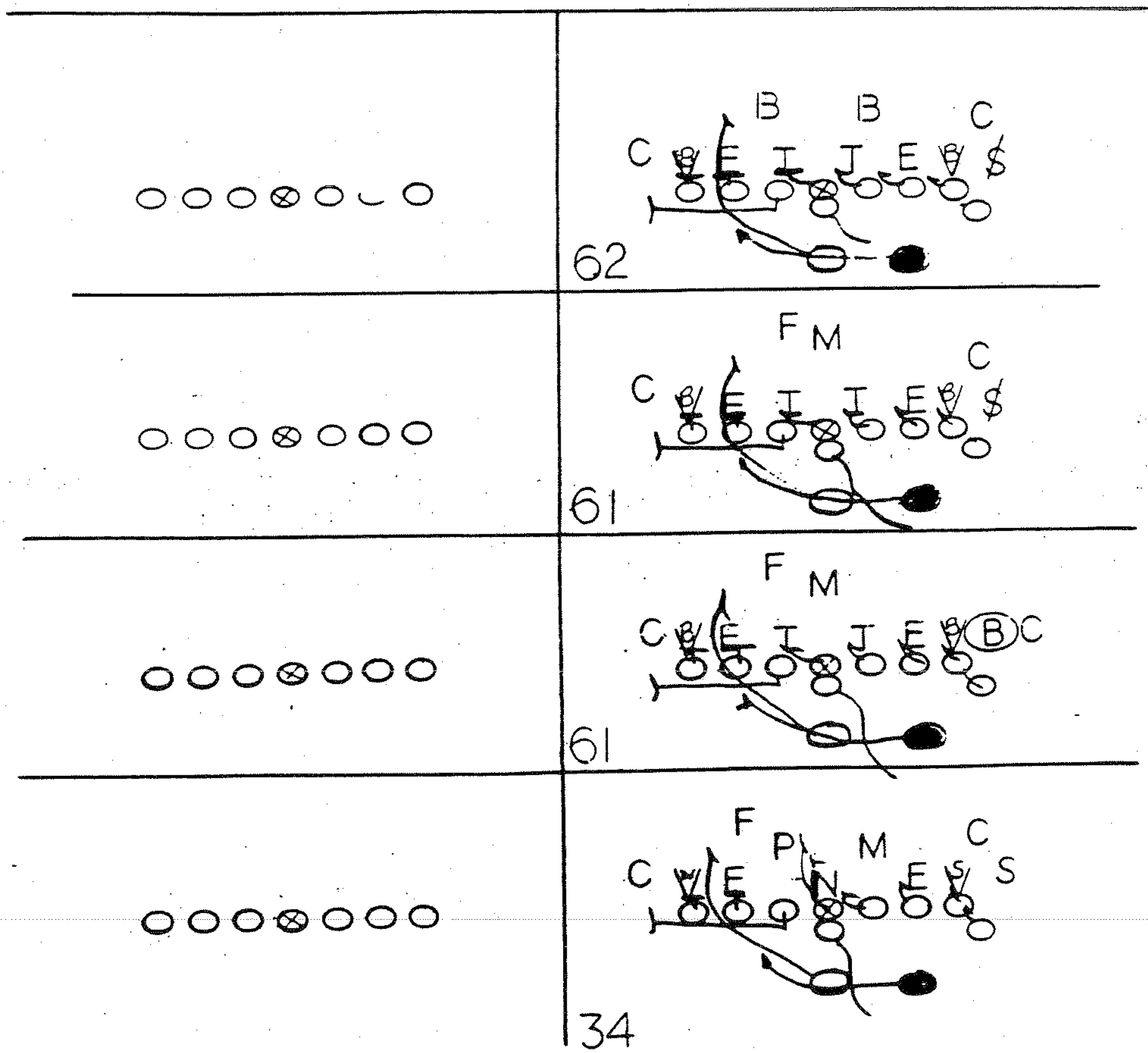




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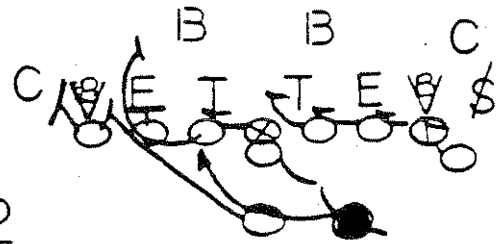
GOAL LINE 16-17 GRACE WEAK

1) BEST VS WK PINCH
2) NO GOOD VS WIDE PLAYING DL weak
3) use with a check!



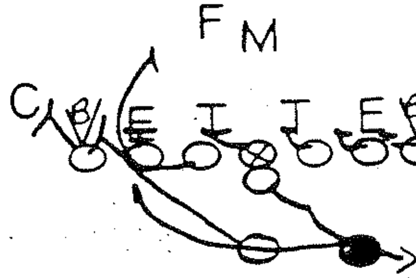
GOAL LINE 16-17 RELEASE WEAK (11)





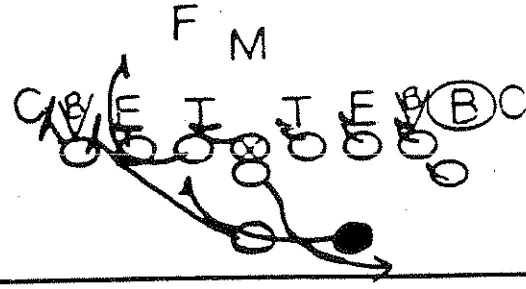
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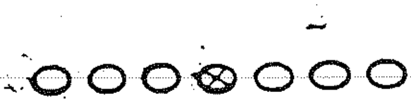


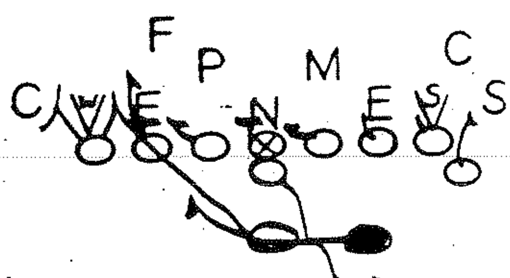
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61



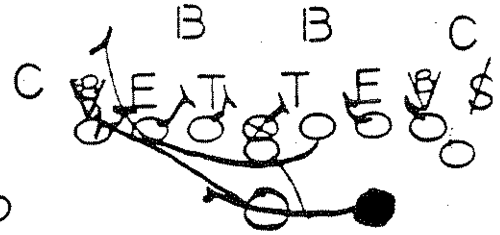


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(12)

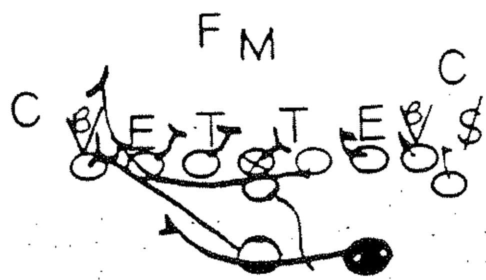
GOAL LINE 16-17 Power Weak





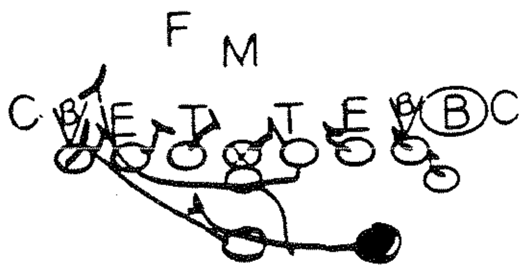
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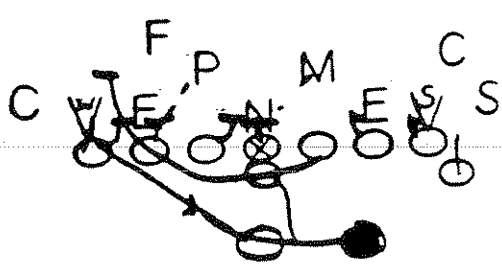
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61

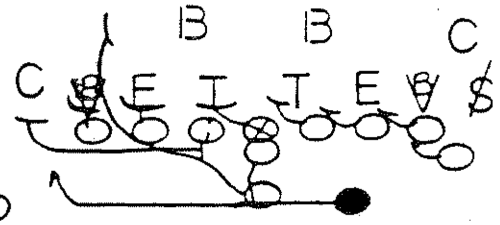




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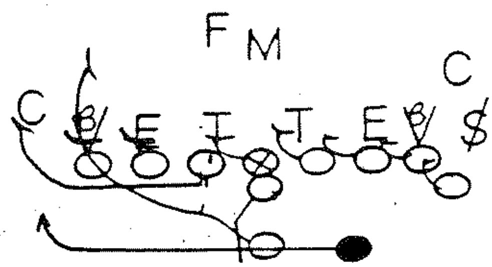
GOAL LINE HB 29 GRACE WK





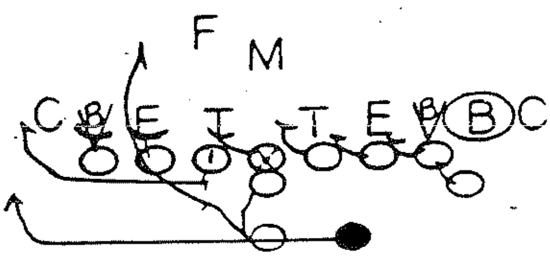
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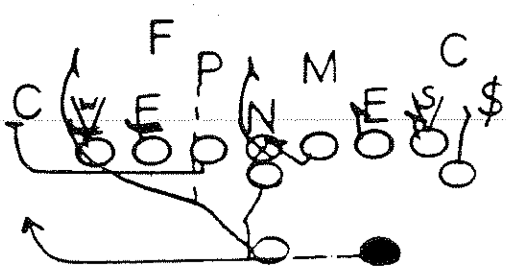
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61



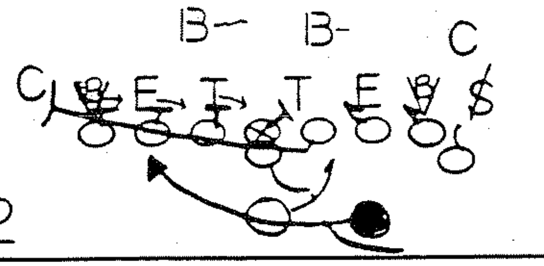


34

(14)

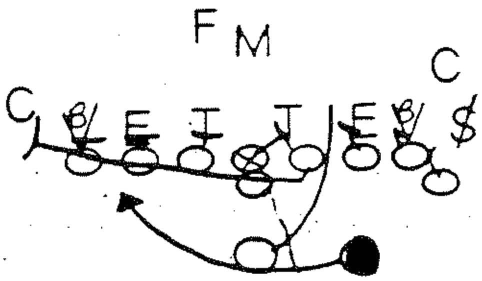
GOALLINE HB 9 TRAP





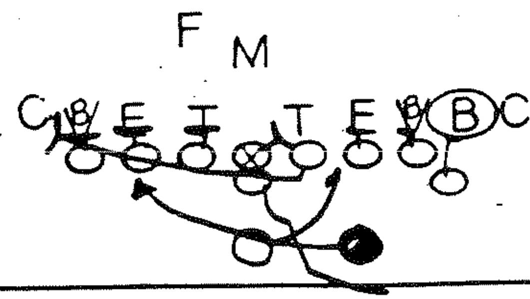
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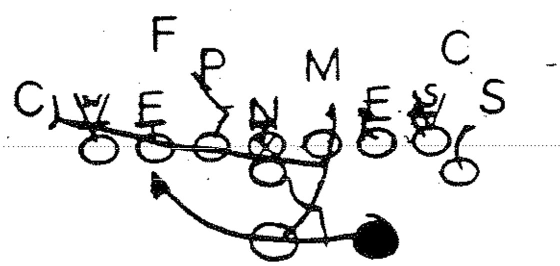
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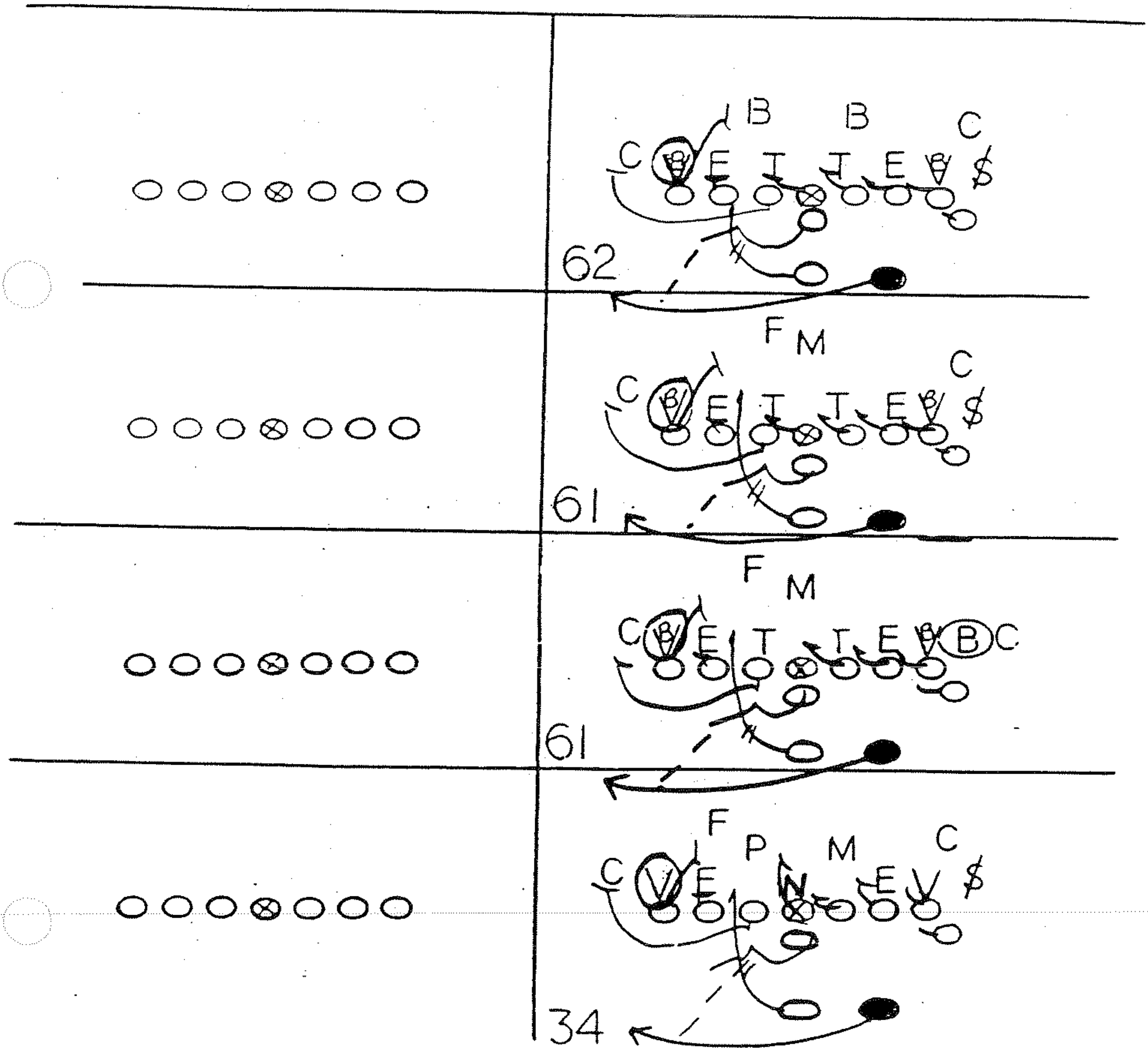
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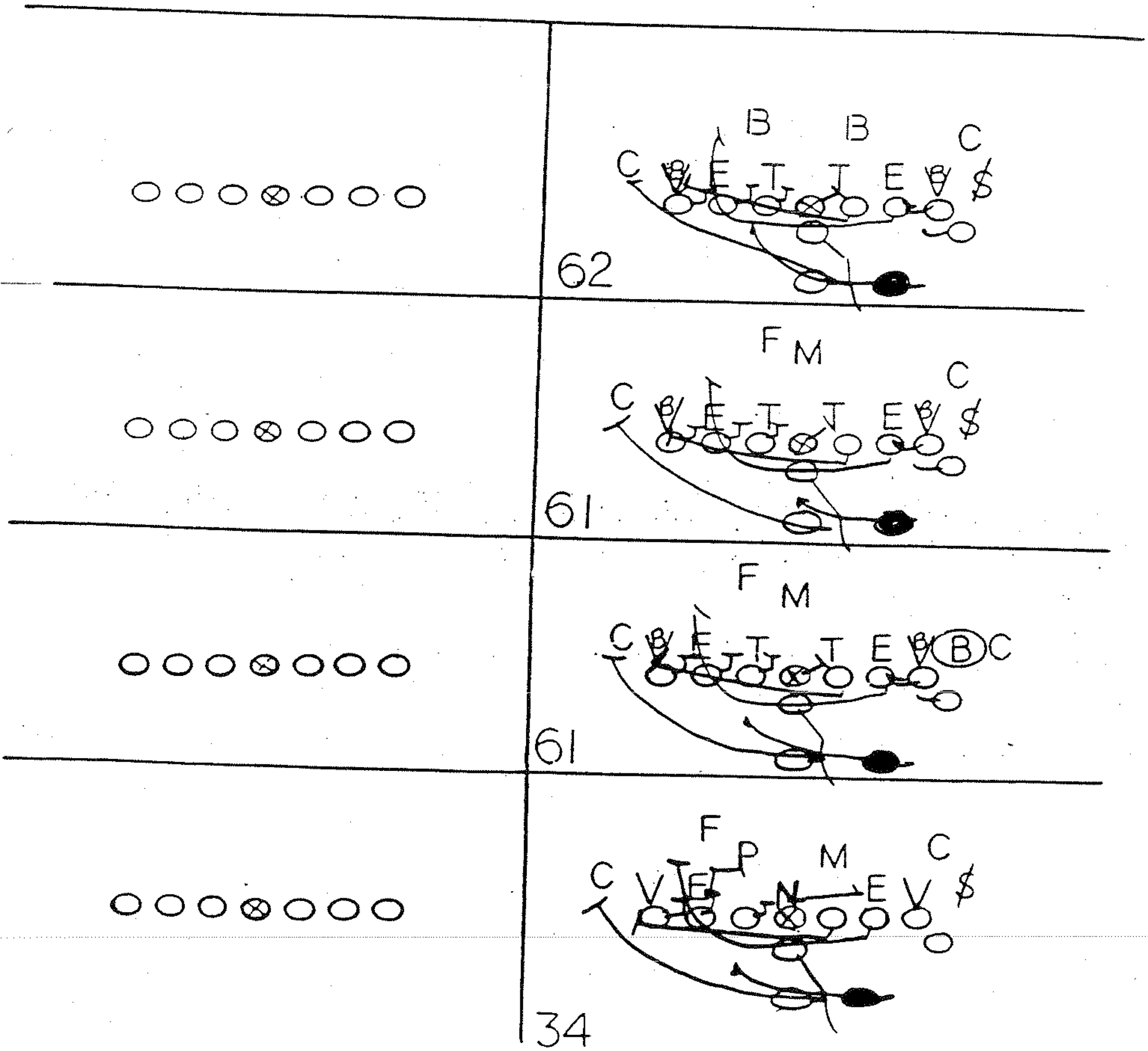
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GOAL LINE BANANA RT, LT Weak



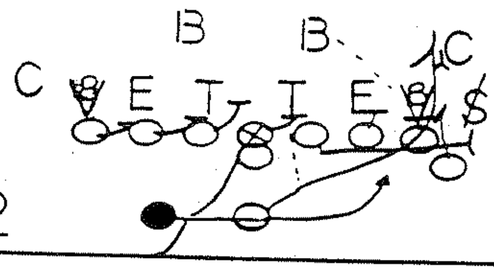
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GOAL LINE 36-37 CT Boss WK



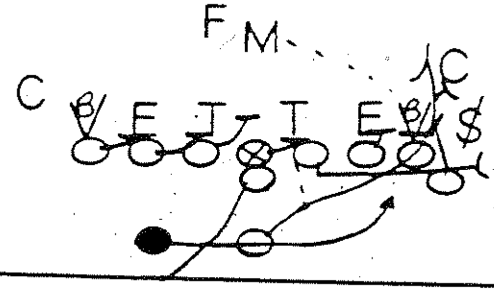
GOAL LINE HB 16 GRACE BOOM





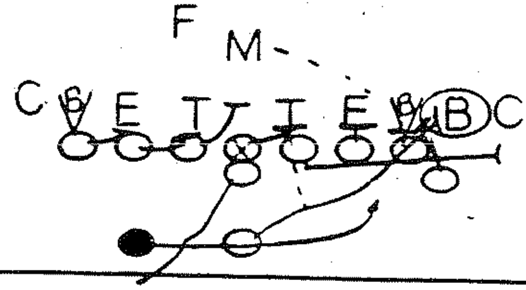
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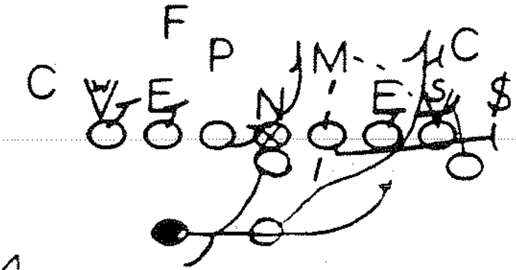
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61



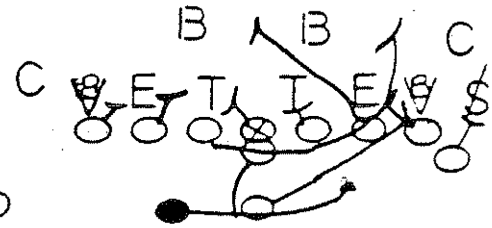


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(18)

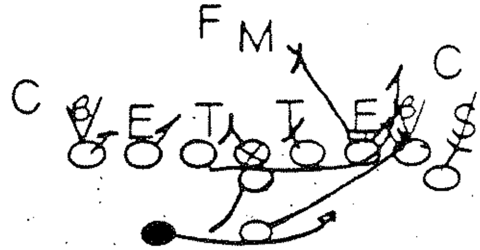
GOAL LINE 16 POWER





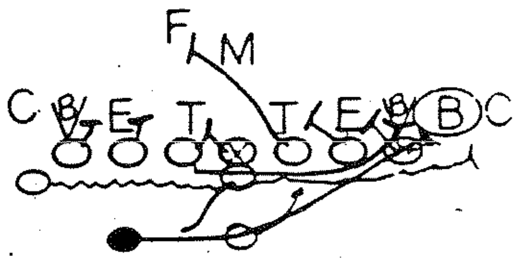
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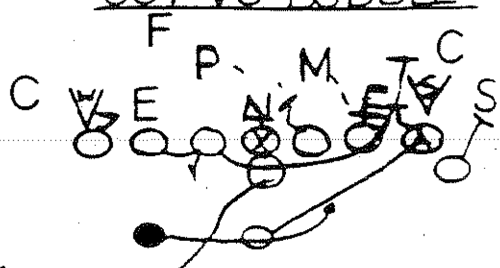




61



OST VS BUBBLE

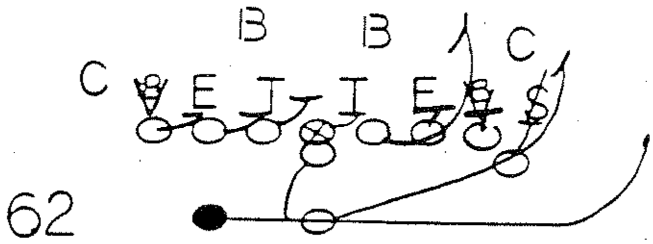


34

GOAL LINE 18 DOUBLE BOSS

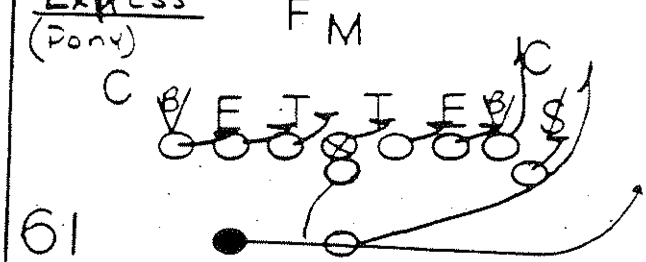
Poss Express (Pony) (Quatro)



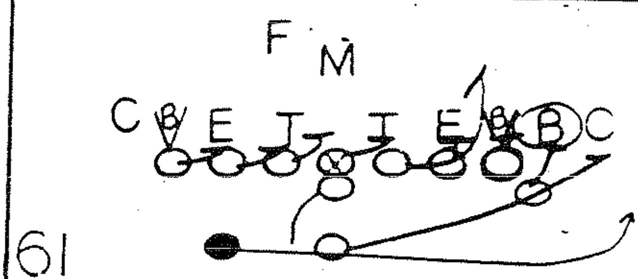




"Express"
(Pony)

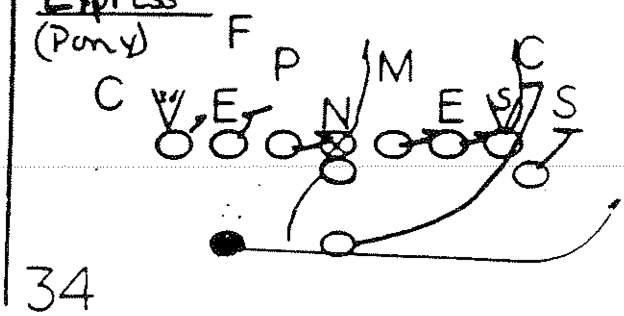








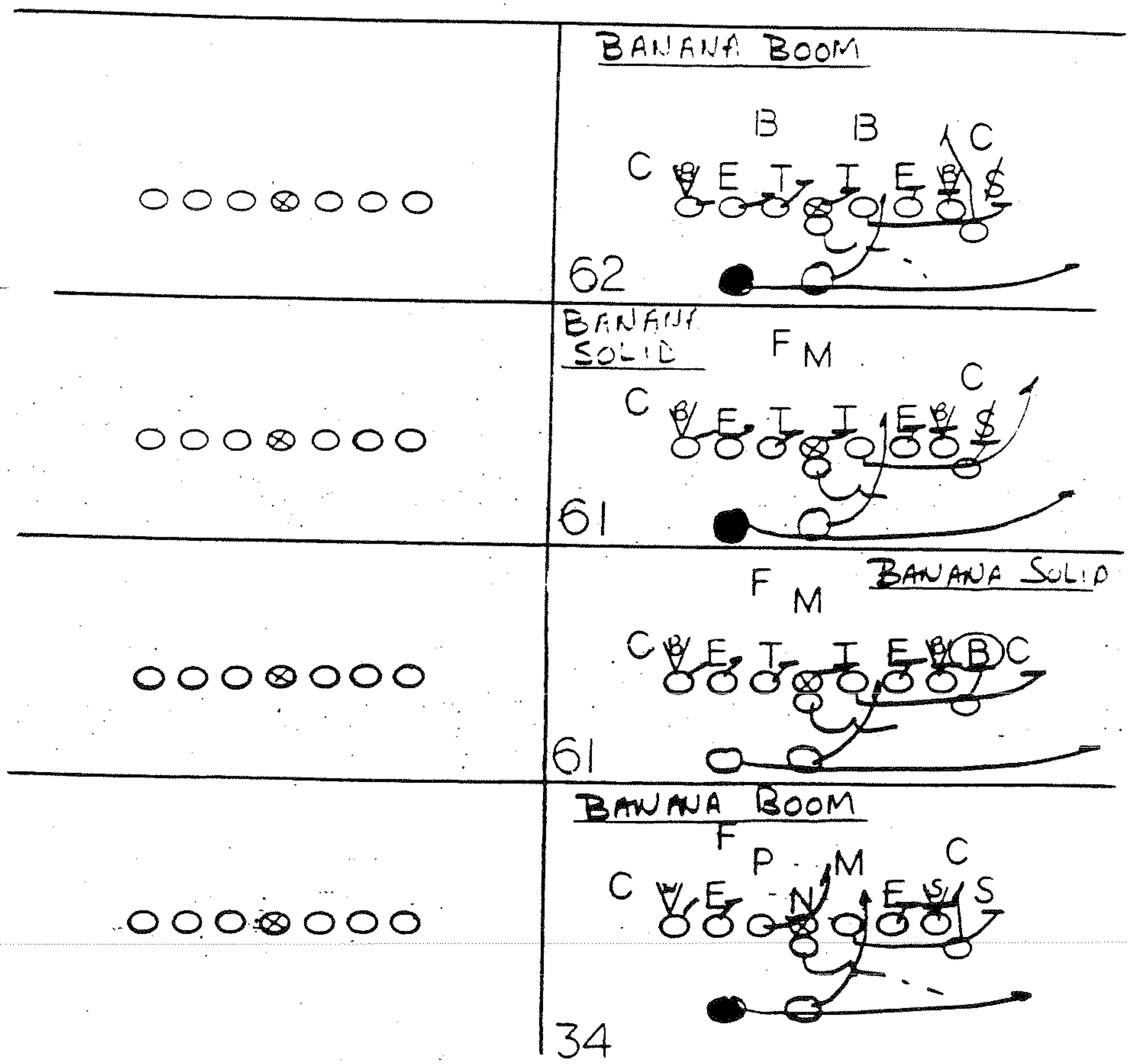
"Express"
(Pony)



(20)

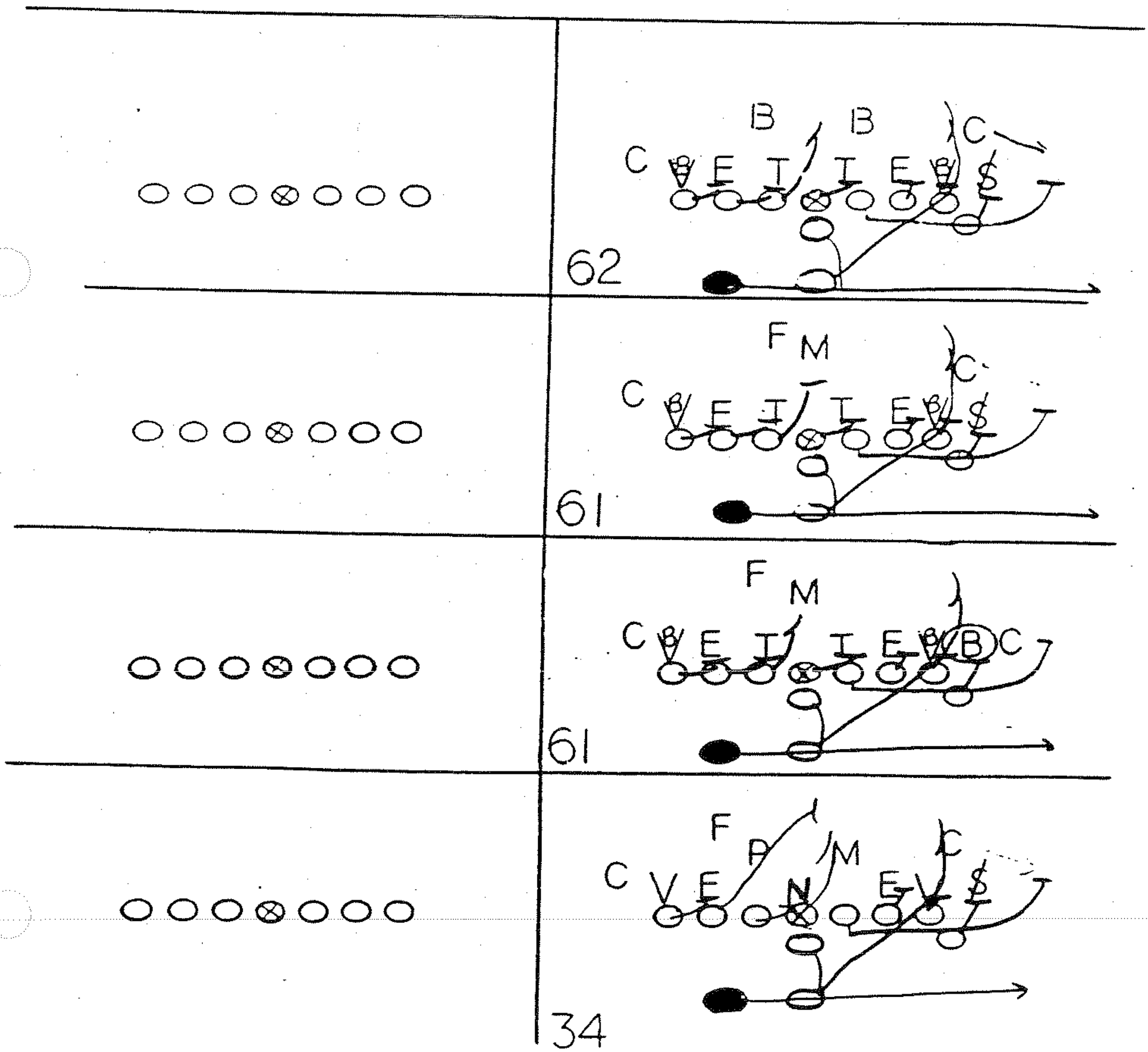
GOAL LINE 48-49 BANANA

"BOOM" OR "SOLID"



GOAL LINE HB 28-29 GRACE STRONG (21)

(GOOD SY)

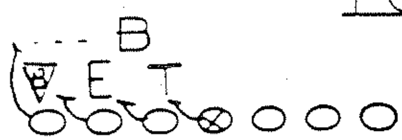


GOAL LINE 29 BOSS-WEAK

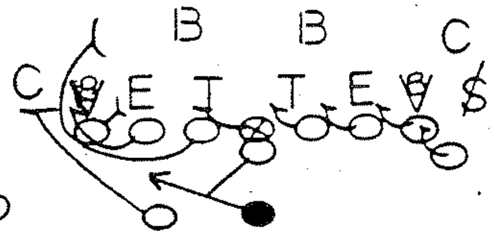
"Pony"

POSS XPRESS

"PONY"



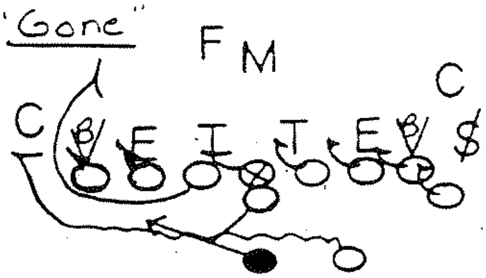
"B"



62



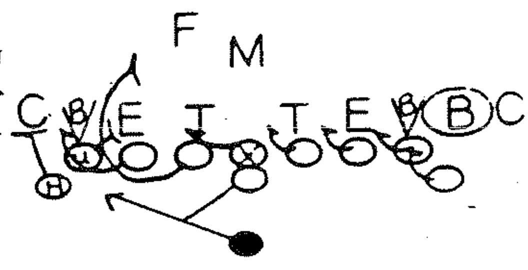
"Gone"



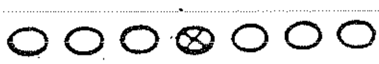
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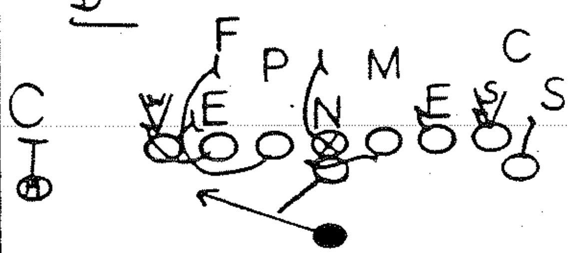
"B"



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"B"

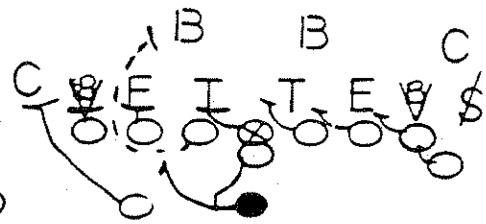


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(23)

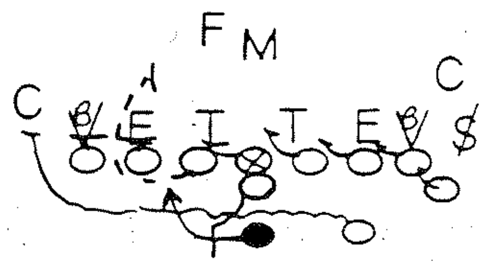
GOAL LINE 47 BOSS WK





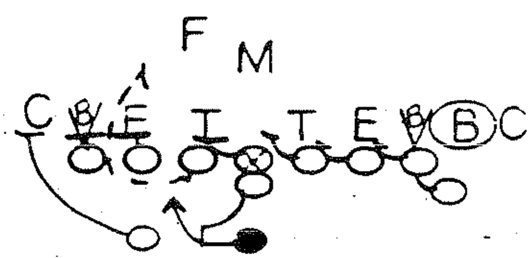
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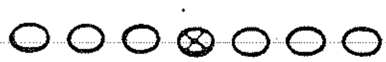


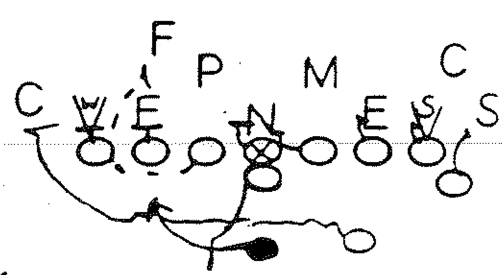
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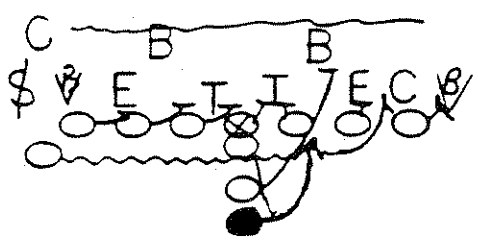




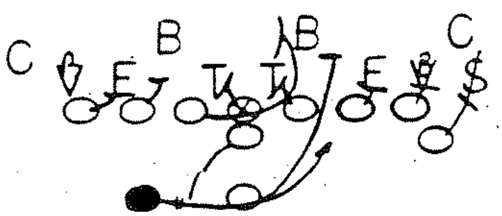
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GOAL LINE 16 LEAD/ LEAD I
LEAD RELEASE

16 LEAD RELEASE



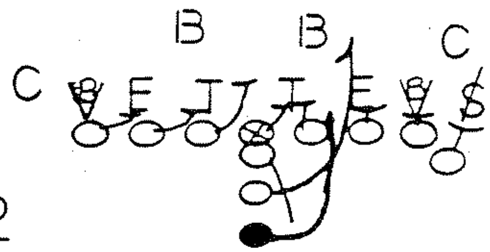
16 LEAD I



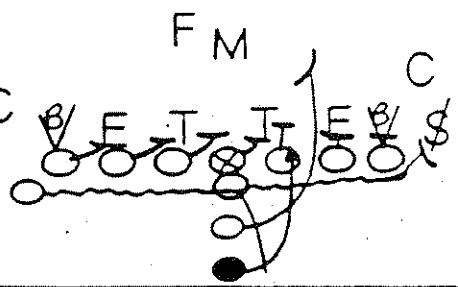




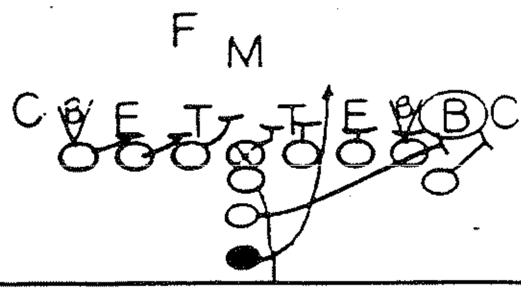
16 LEAD



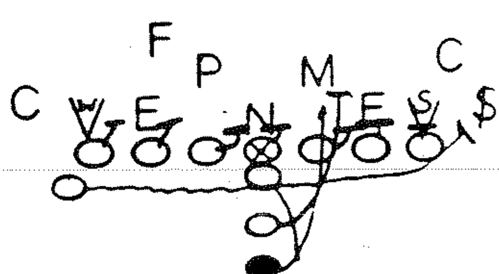
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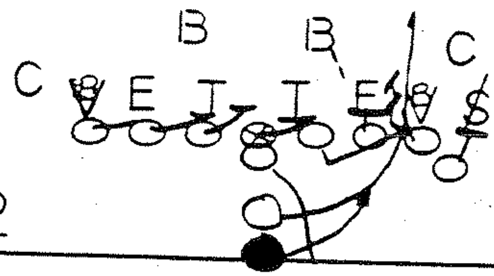
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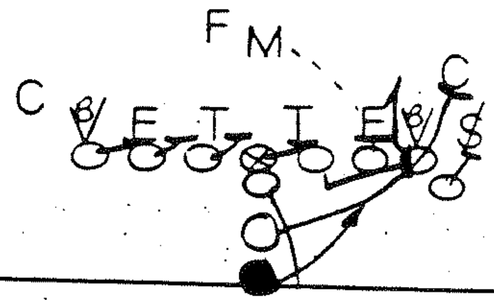
GOAL LINE 16-17 A LEAD STRONG





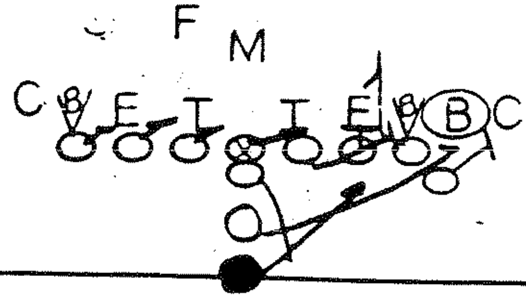
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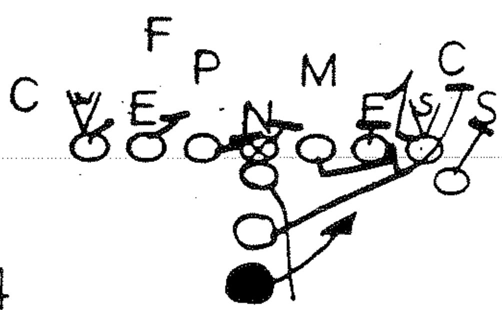
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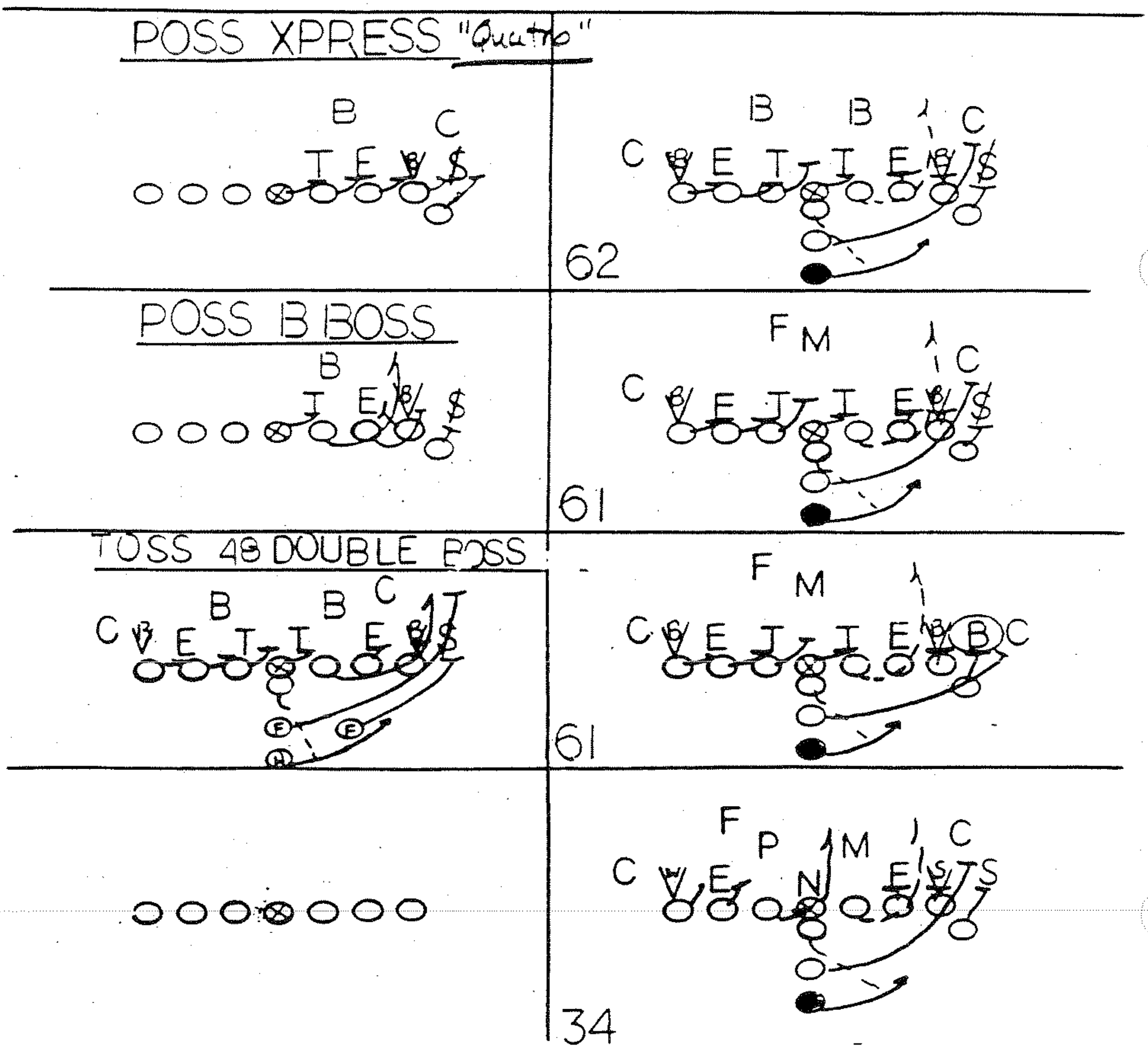
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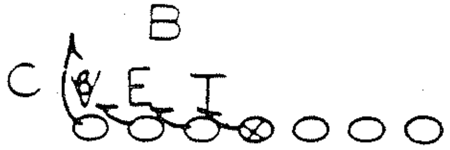
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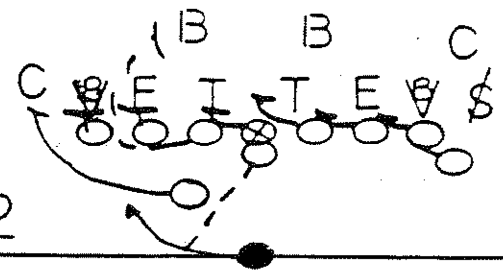
GOAL LINE TOSS 48 DOUBLE BOSS



GOAL LINE TOSS 49 BOSS WEAK POSS PITCH

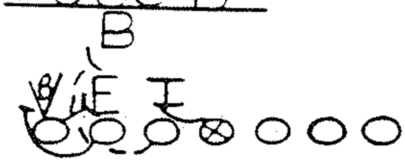
POSS XPRESS

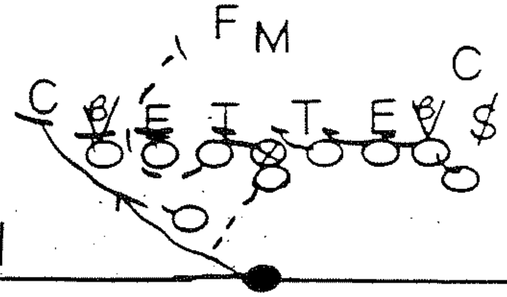




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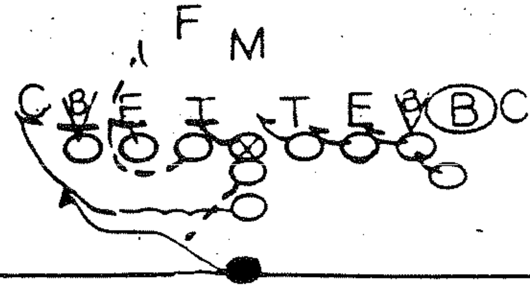
POSS B





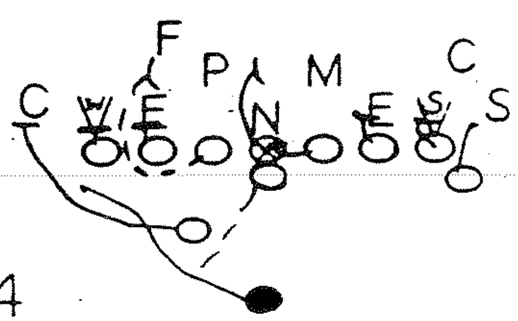
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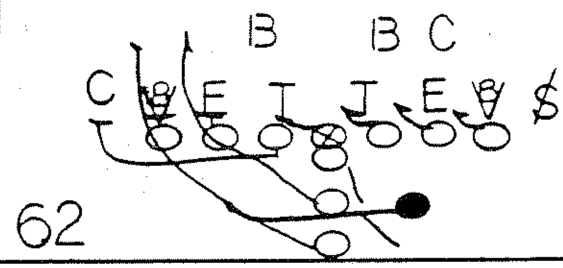




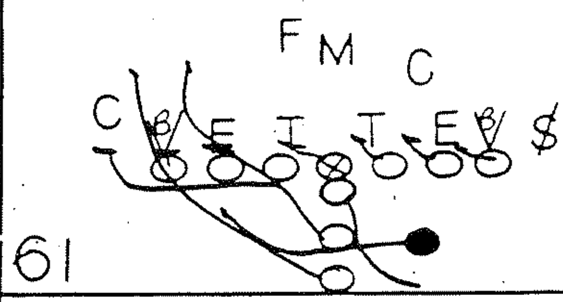
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GOAL LINE POWER I RT
19 GRACE SPEC.

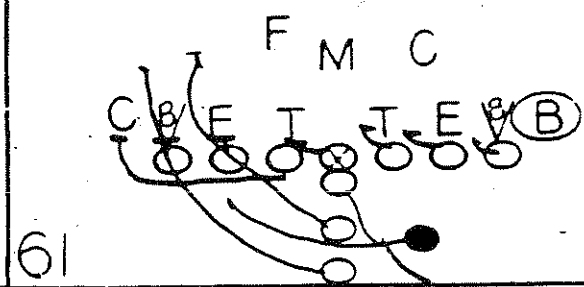




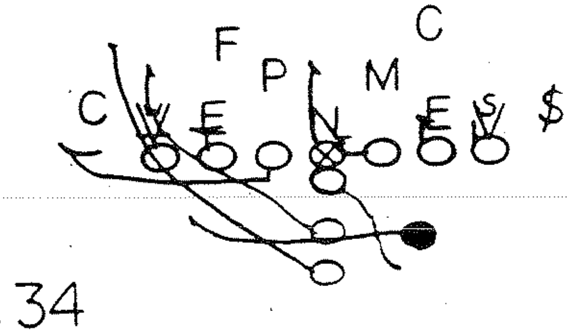






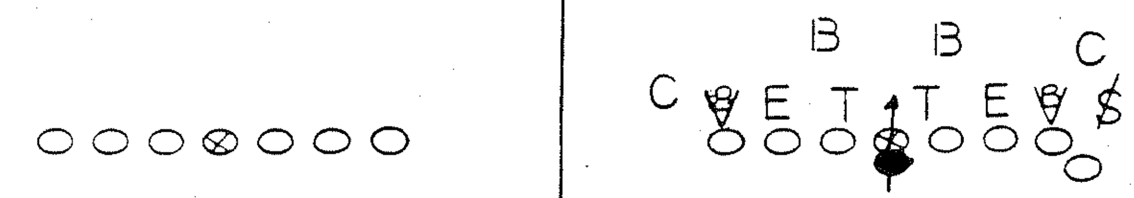




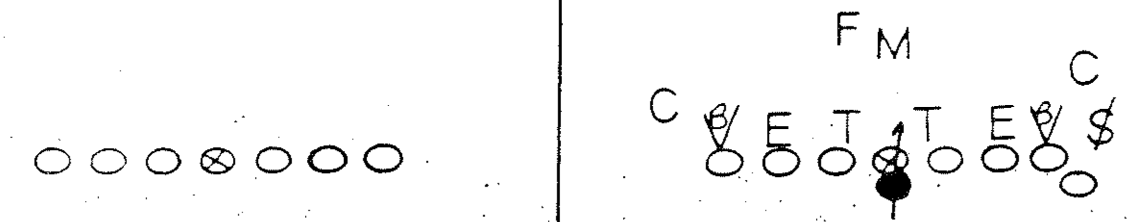


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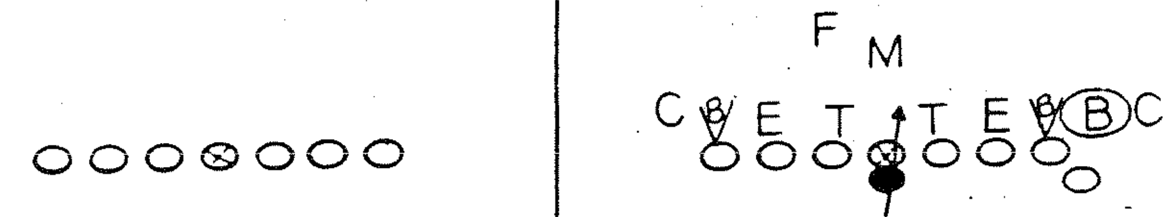
GOAL LINE CLEVELAND AUD.



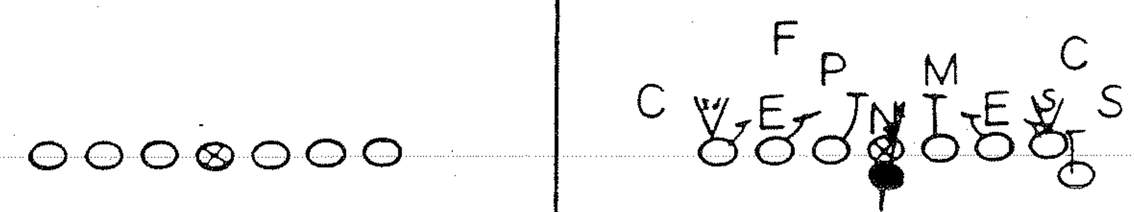
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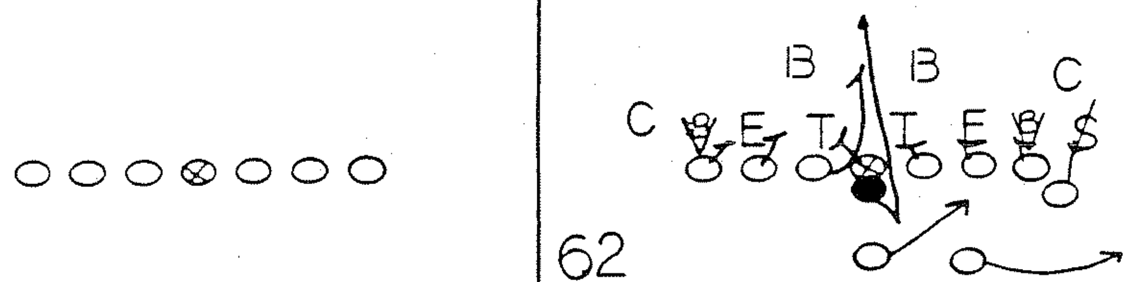


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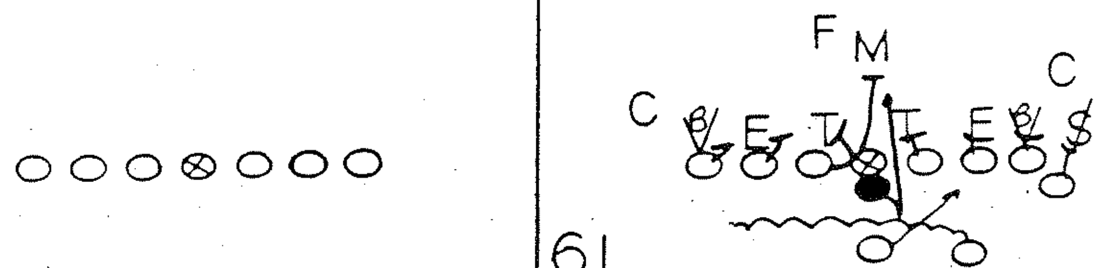


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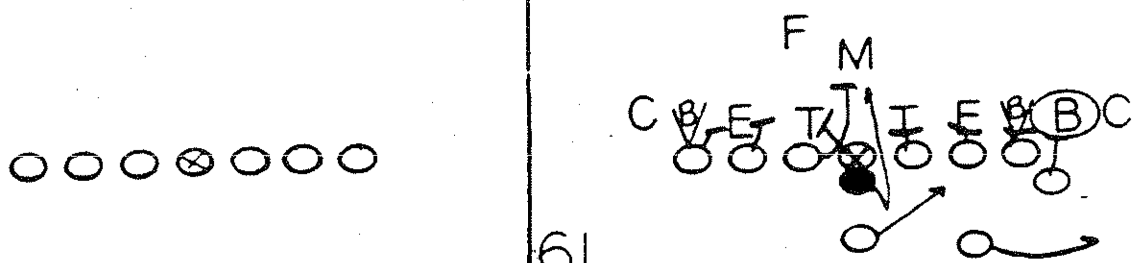
GOAL LINE QB TAKE 2



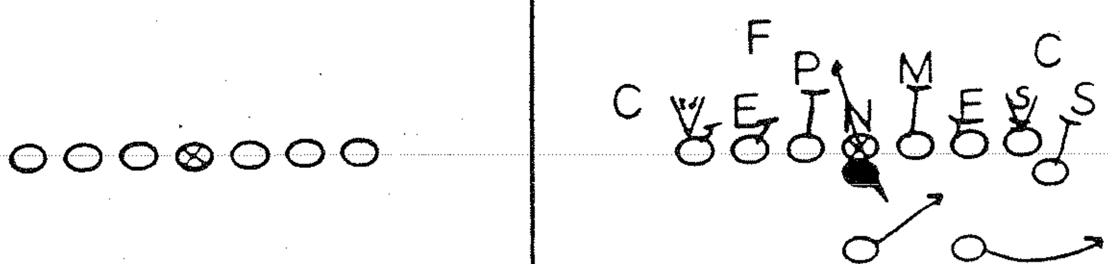
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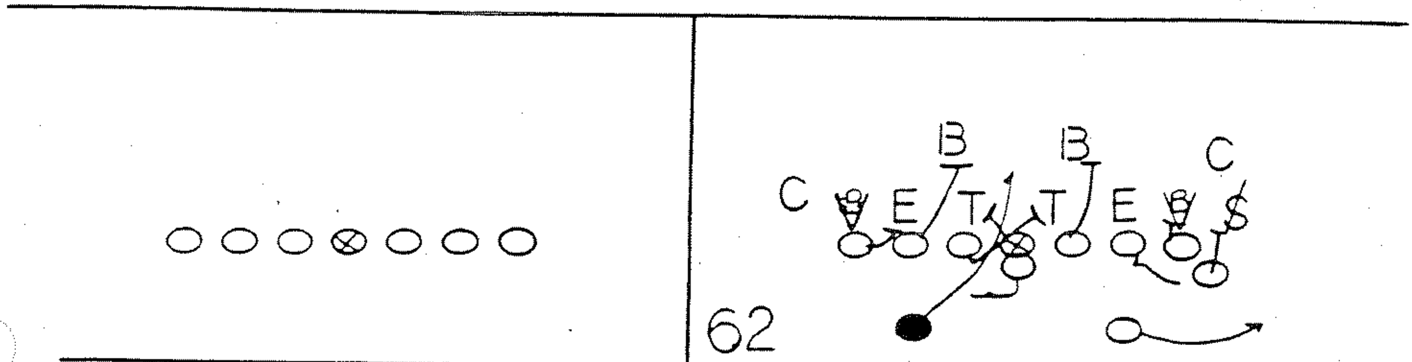
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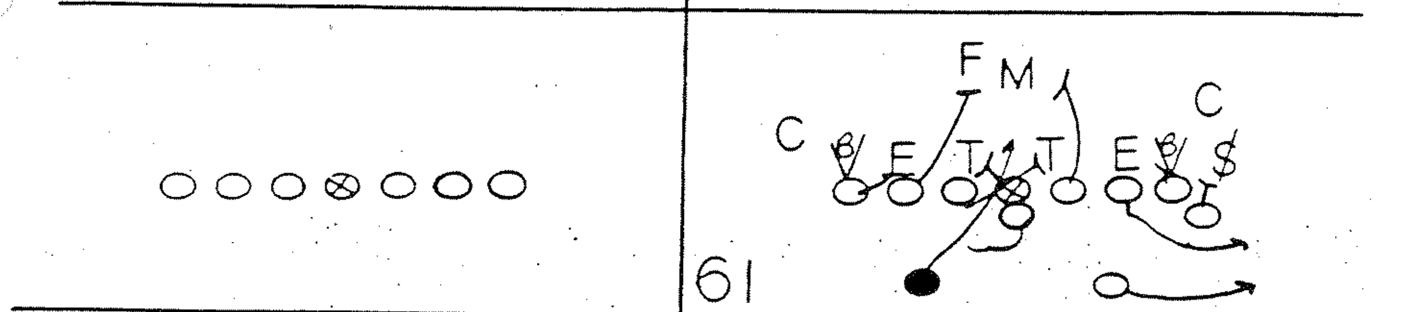


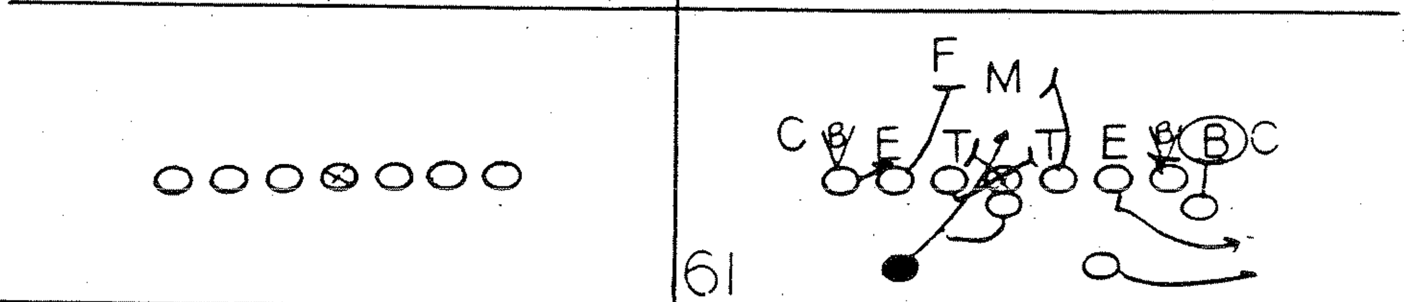
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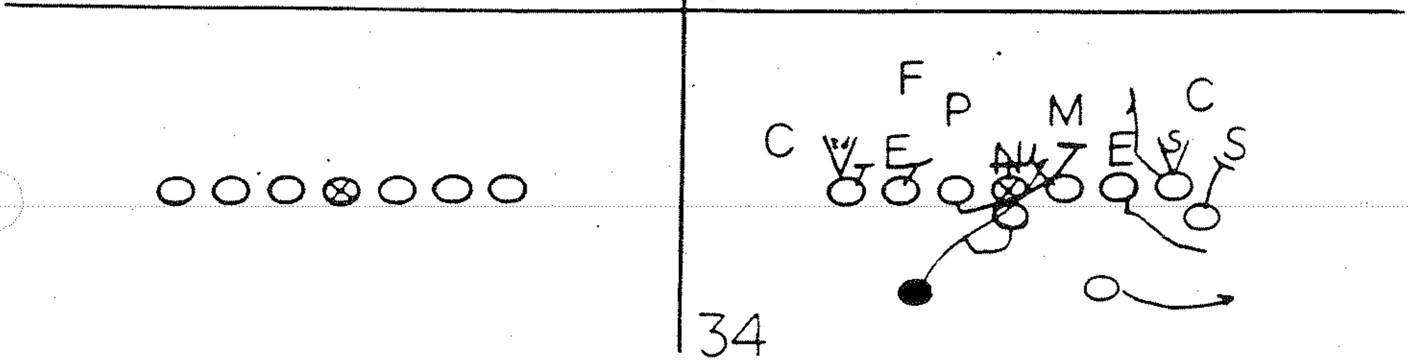
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GOAL LINE 22 TRAP

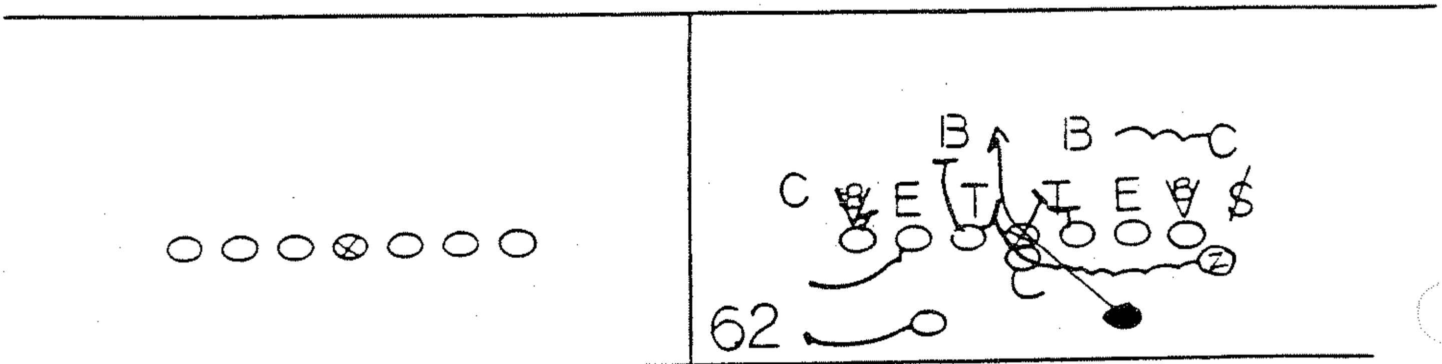


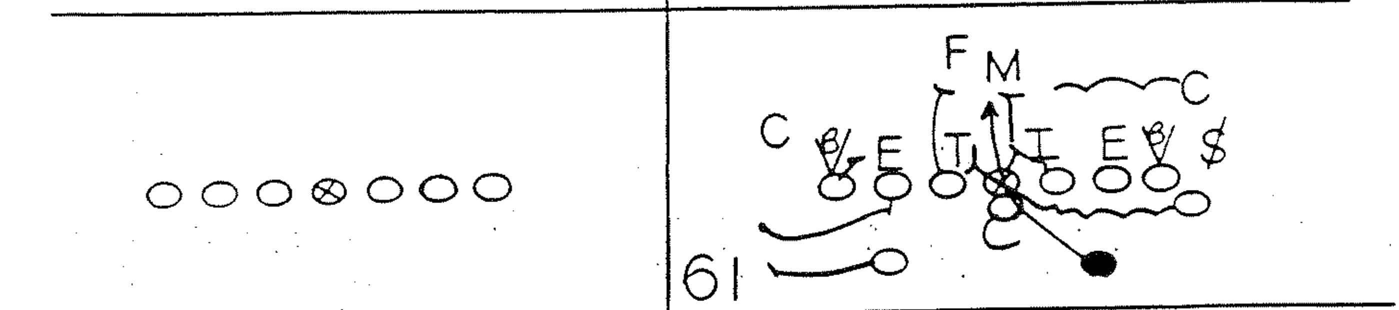


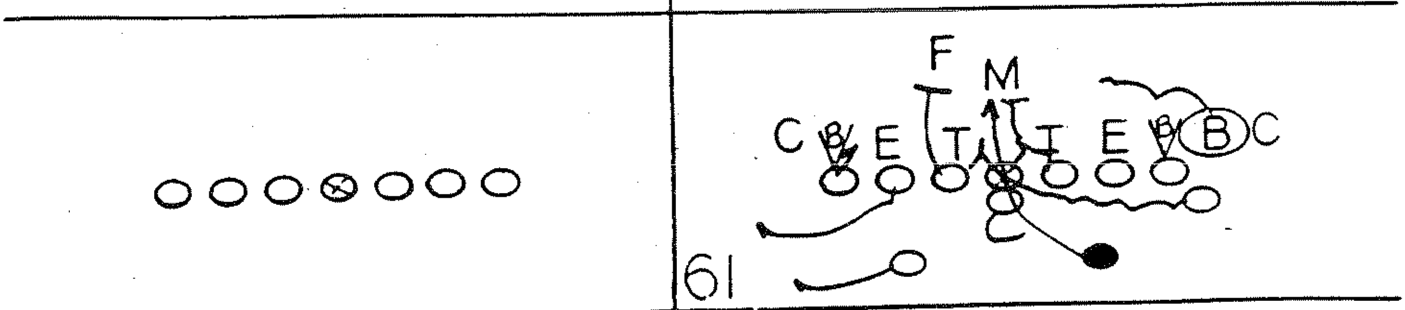


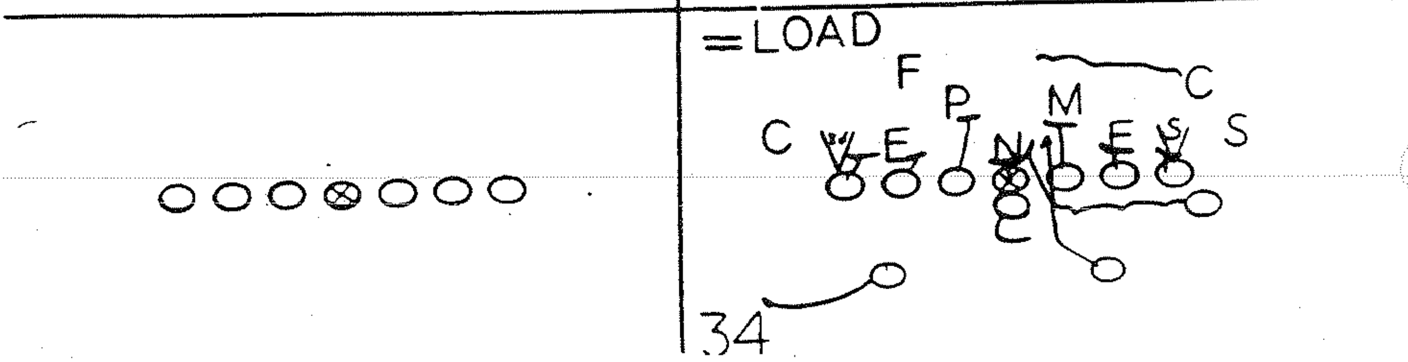


GOAL LINE 23 FLK TRAP

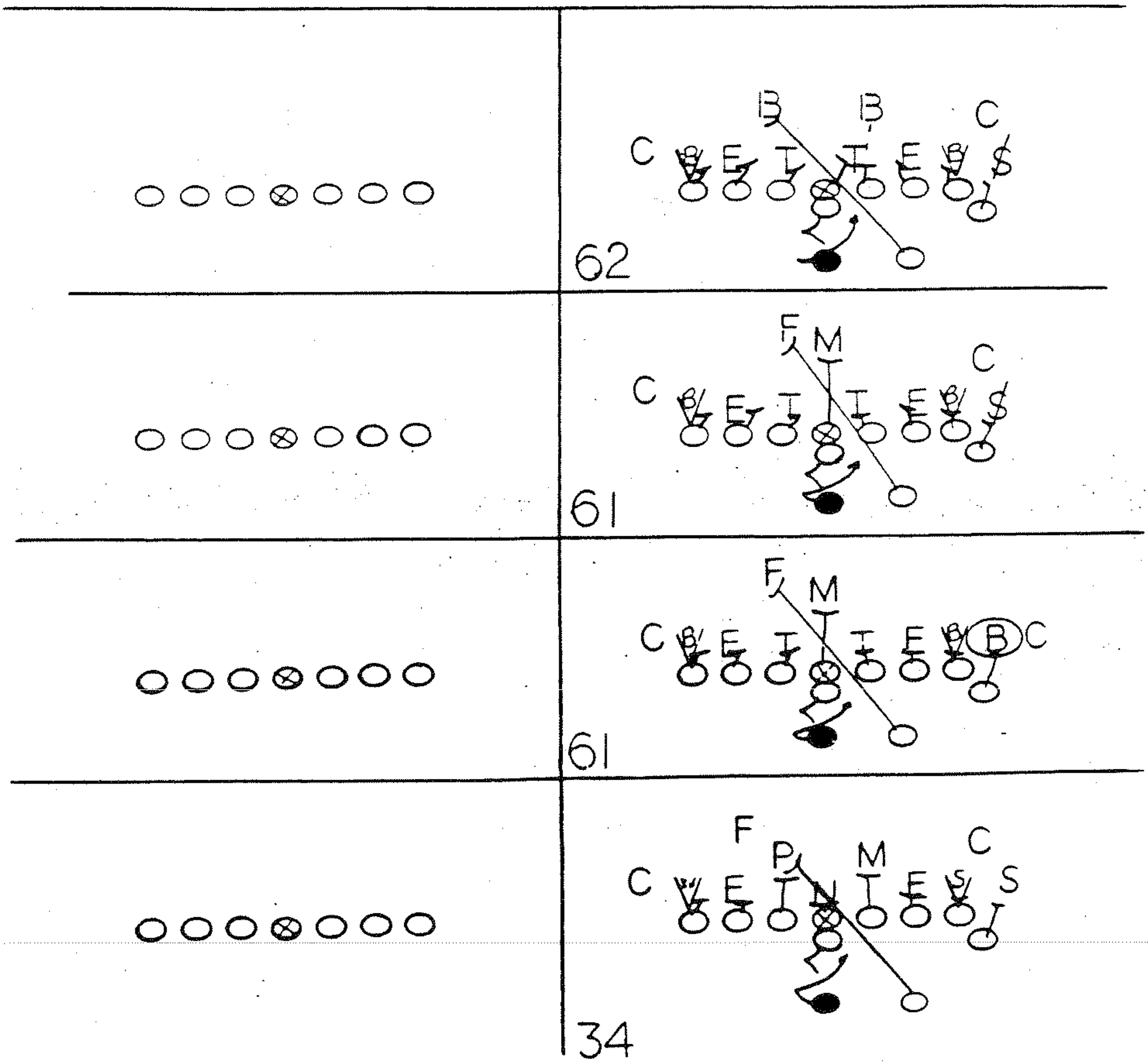




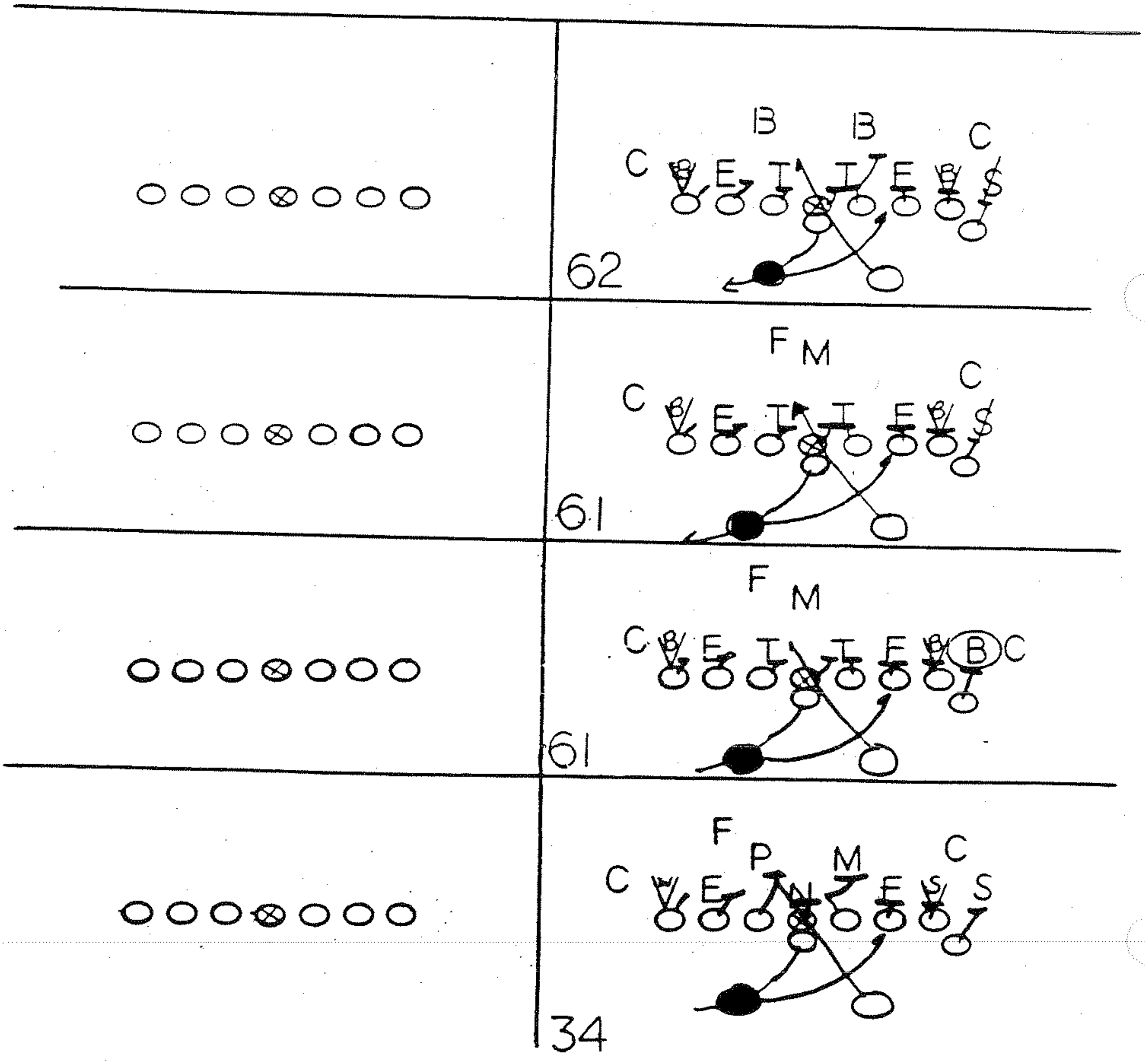




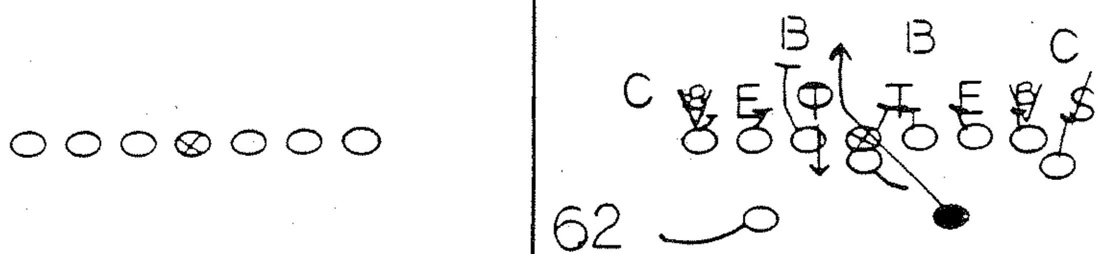
GOAL LINE JAB 42 LEAD BACK
VS. OUT CHARGE

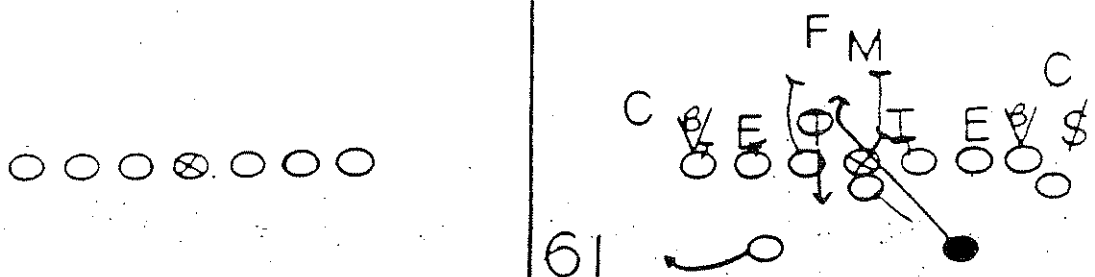


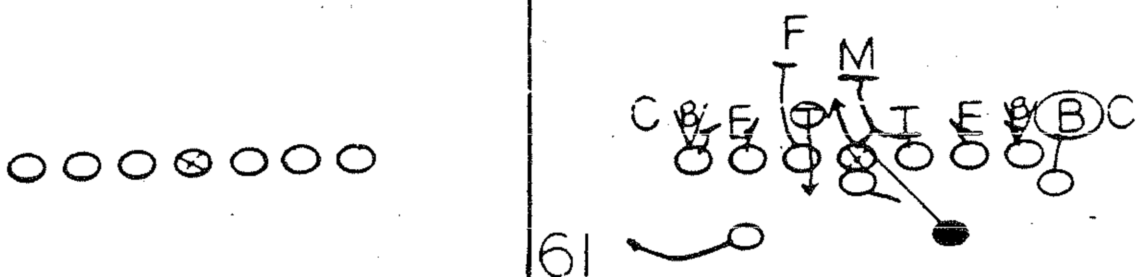
GOAL LINE Sucker RT Solid (34)

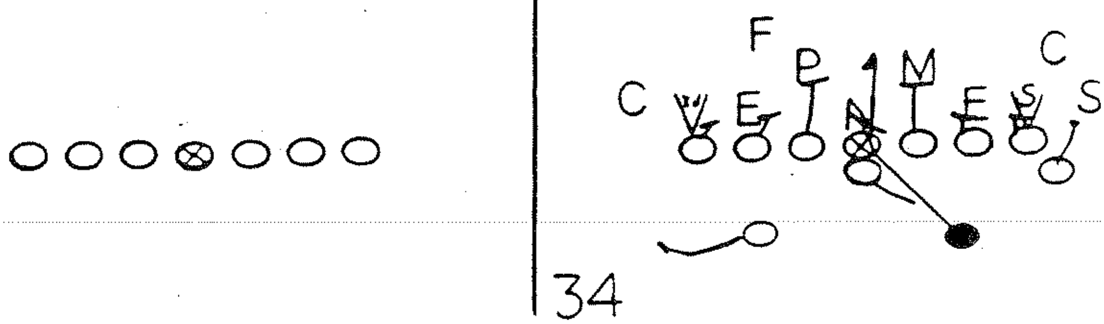


GOAL LINE SUCKER DIVE 4
VS PENETRATOR

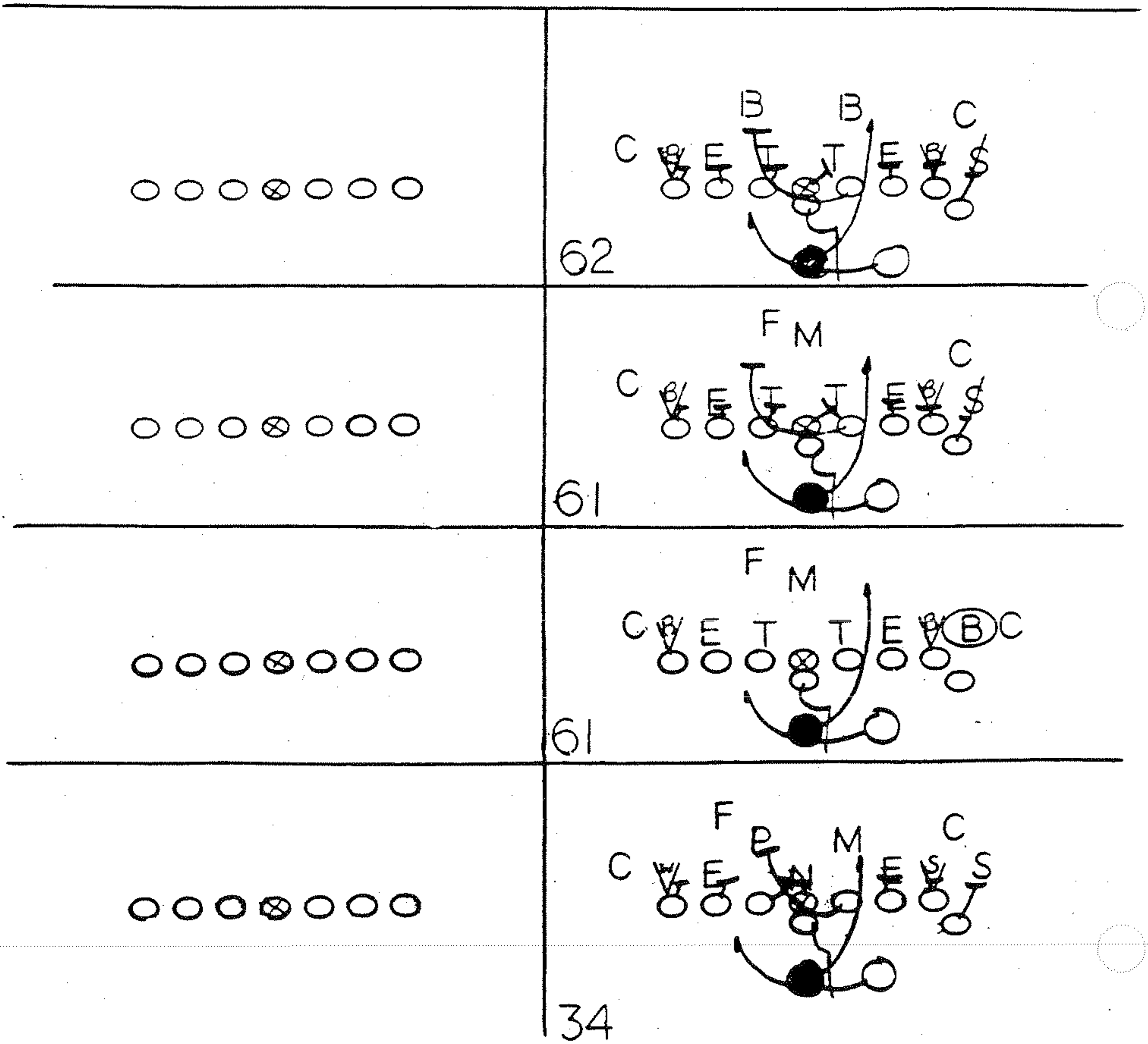




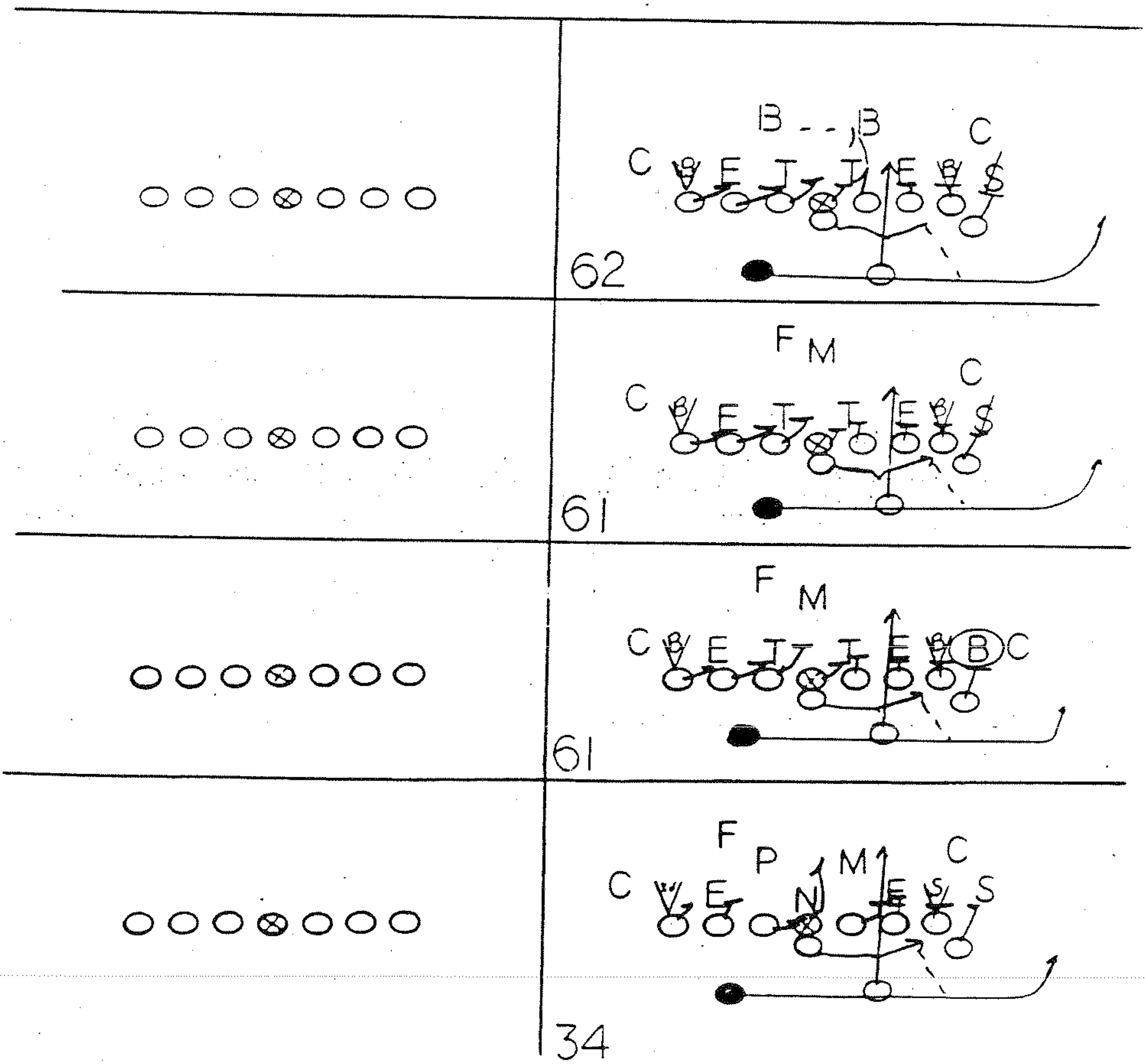




GOAL LINE FAKE 5 CROSS BUCK SUCKER RIGHT

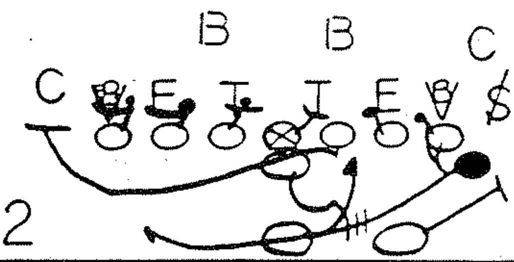


GOAL LINE DIVE OPTION RT



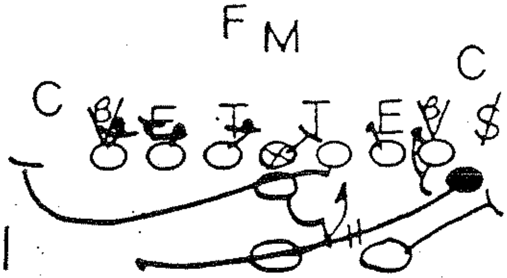
GOAL LINE FAKE 46 AROUND LT





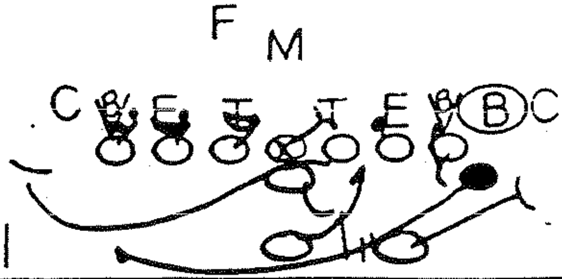
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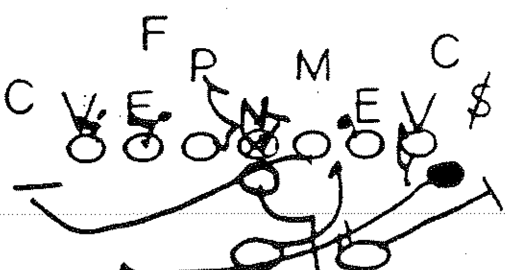
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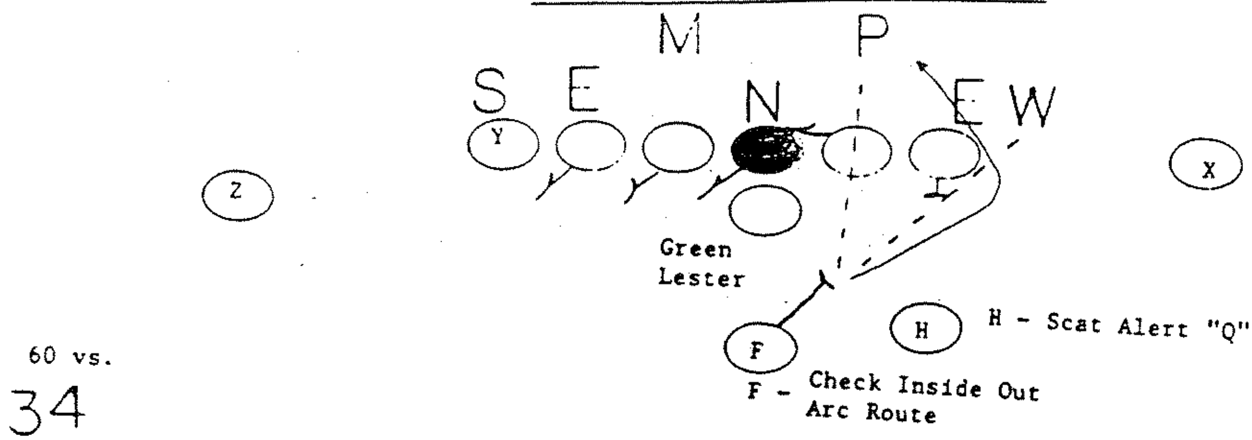


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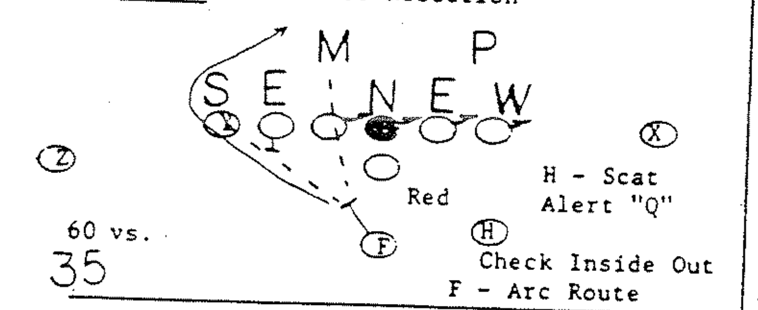
60 SERIES

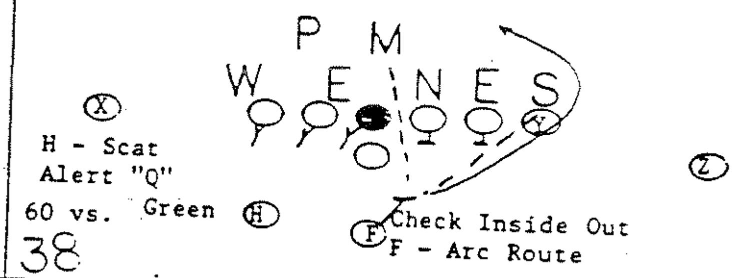
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60 - 61 PROTECTION VS. 3 MAN FRONTS

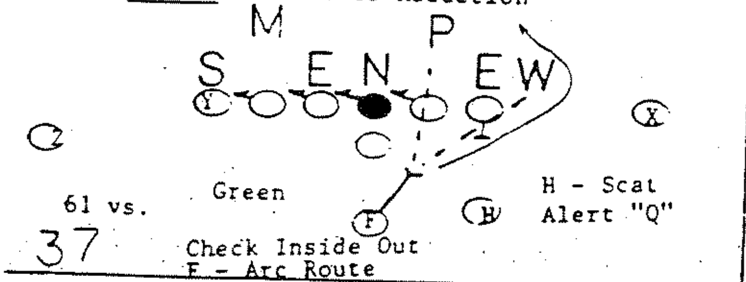


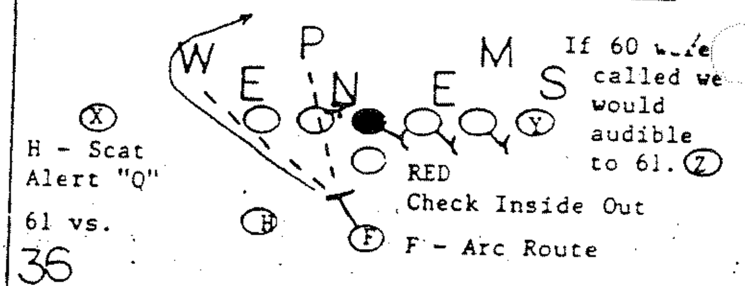
*CK. 61 - Slide to Reduction

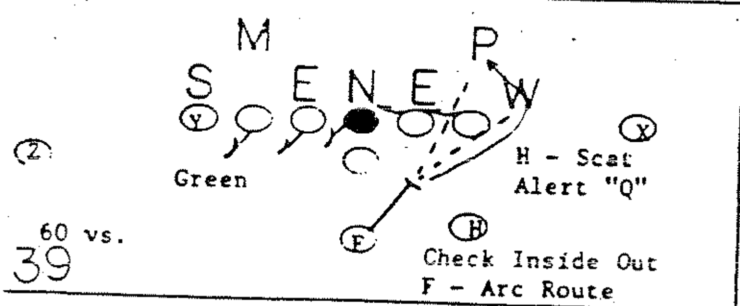


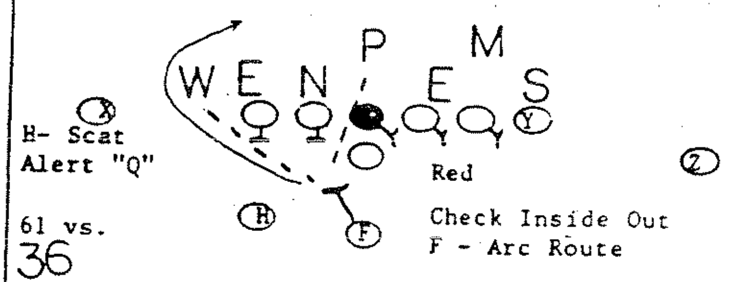


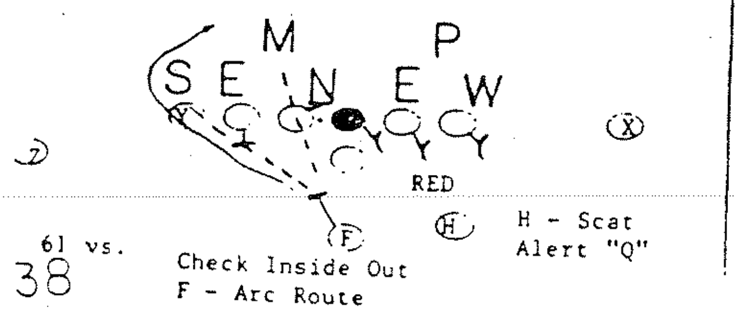
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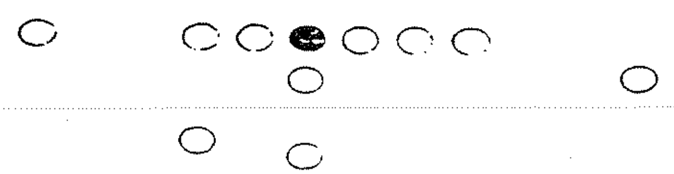




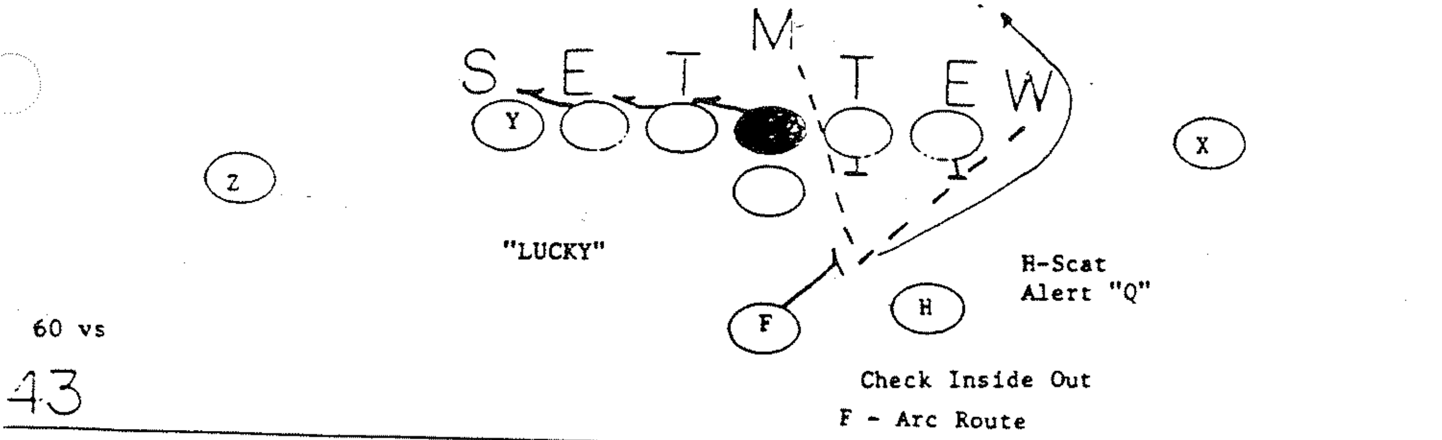


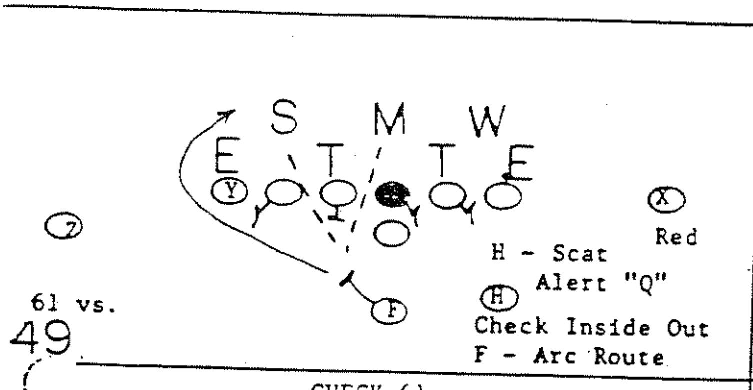


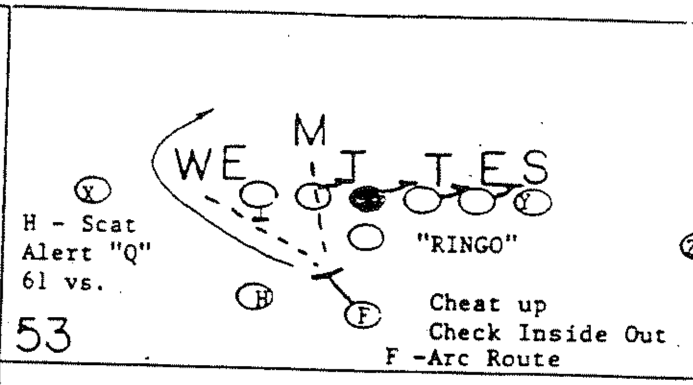


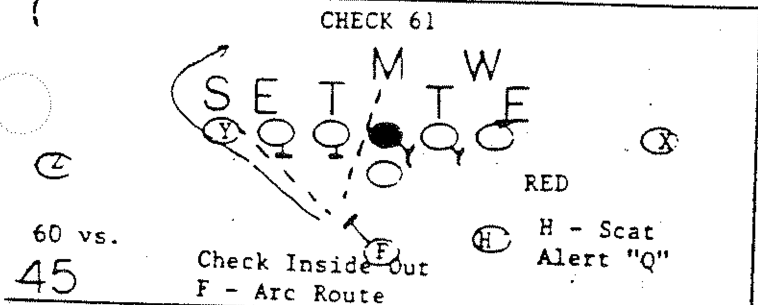


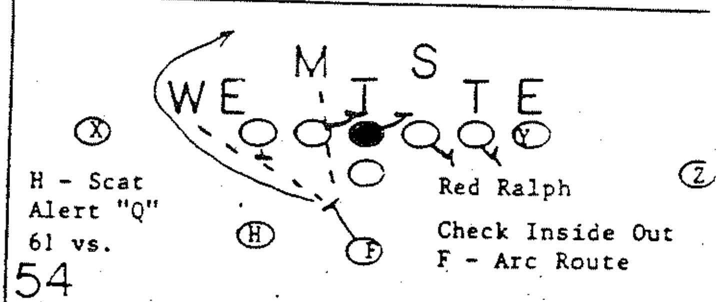
60 - 61 PROTECTION VS. 4 MAN FRONTS

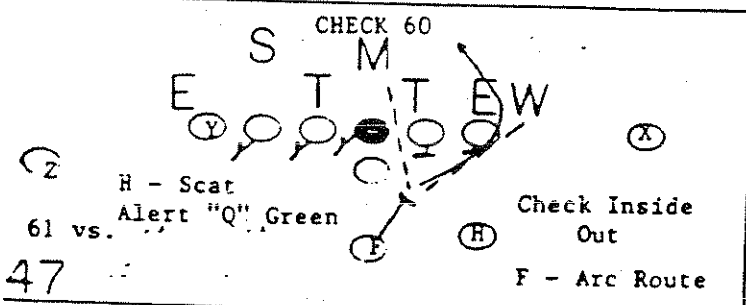


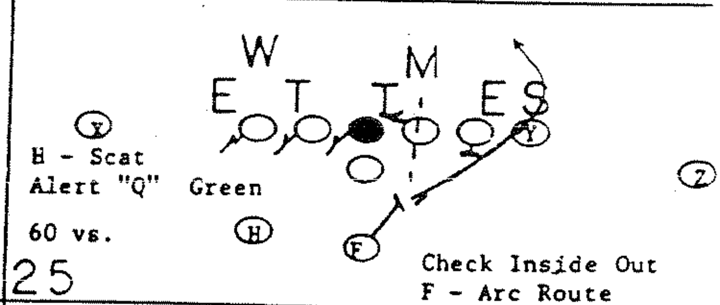


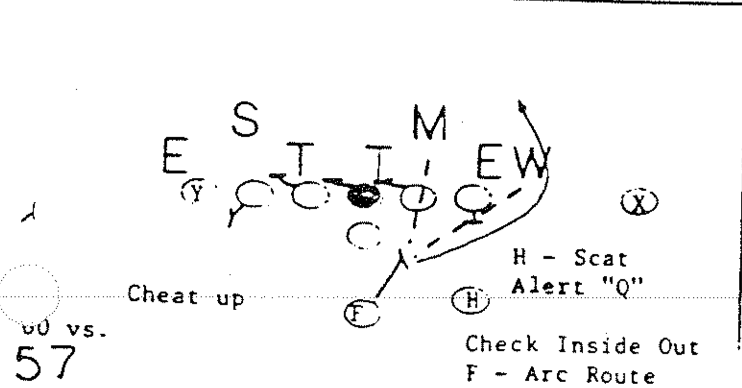


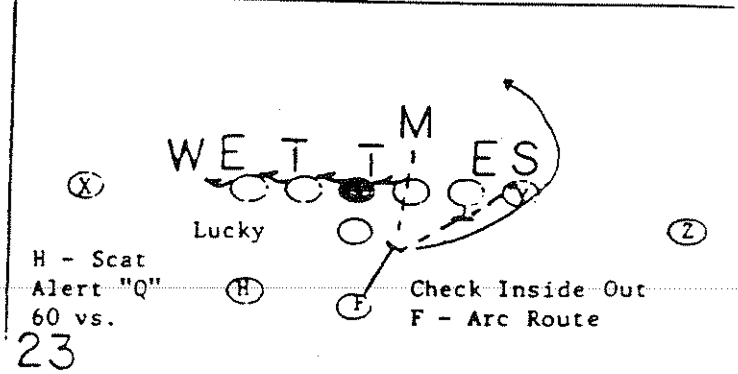






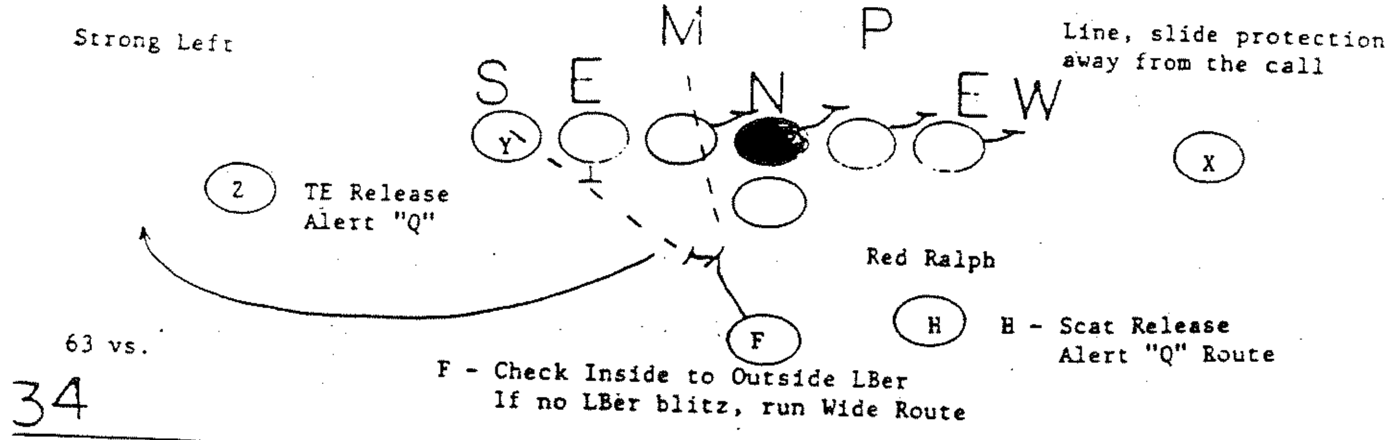


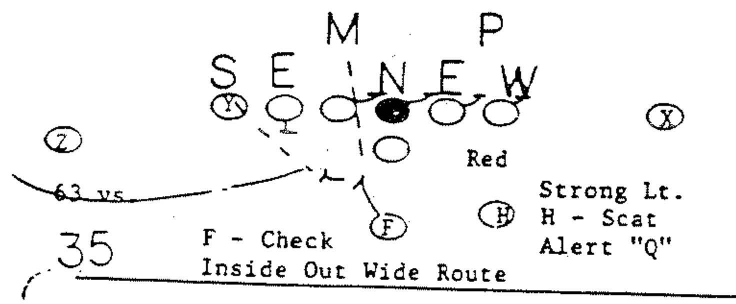


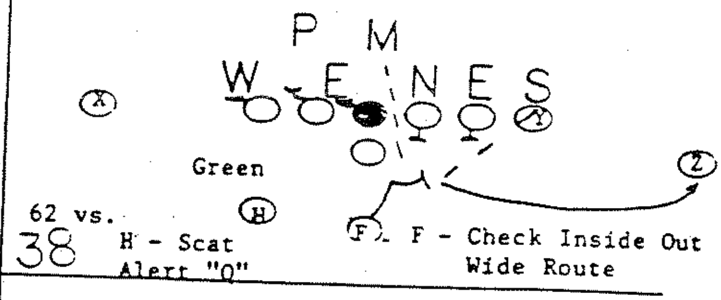


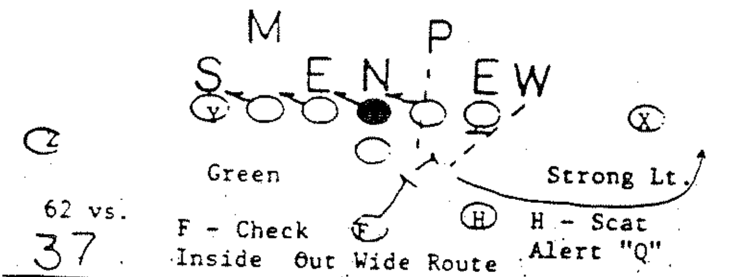
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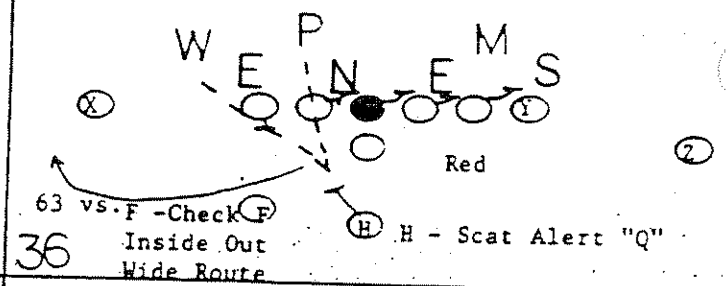
62 - 63 VS. 3 MAN FRONTS

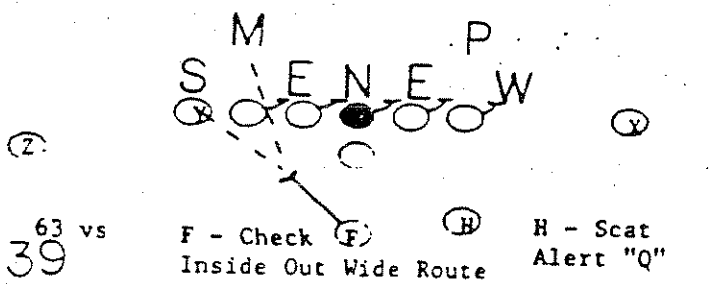


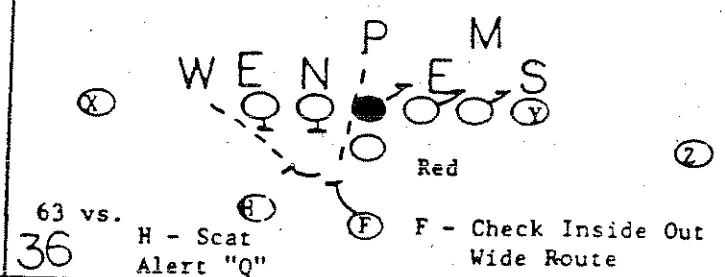


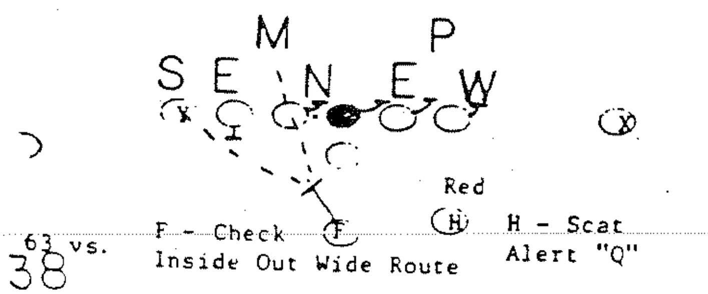


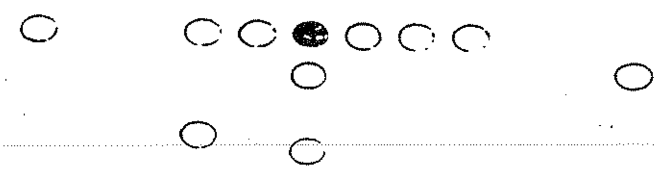






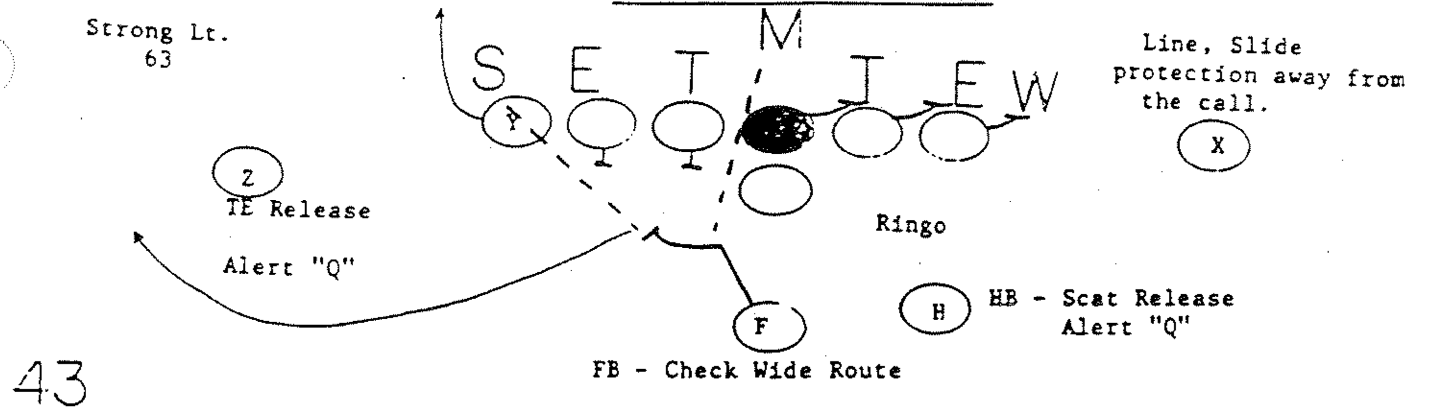


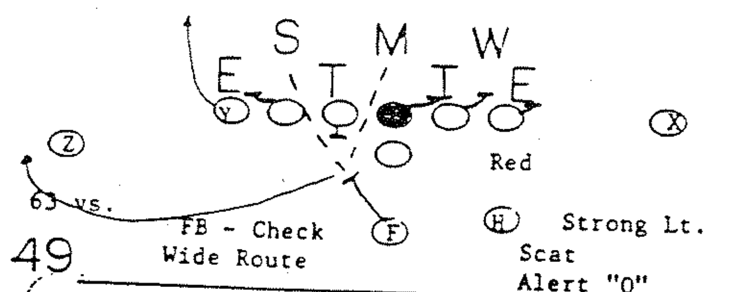


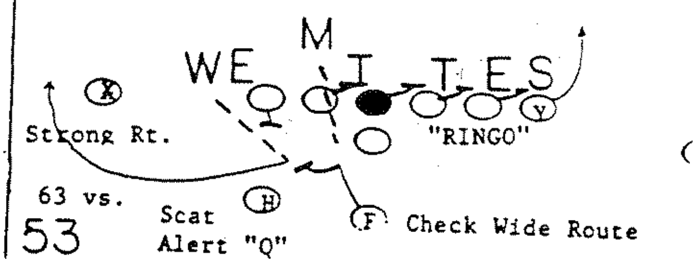


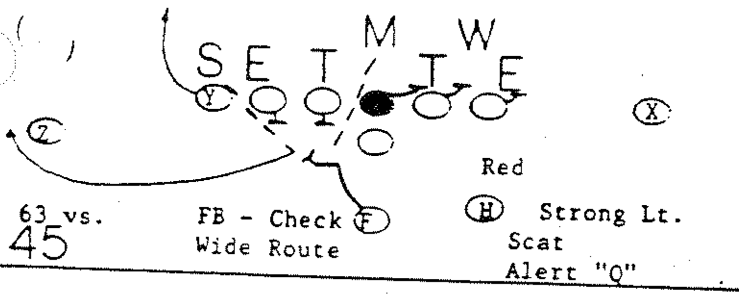
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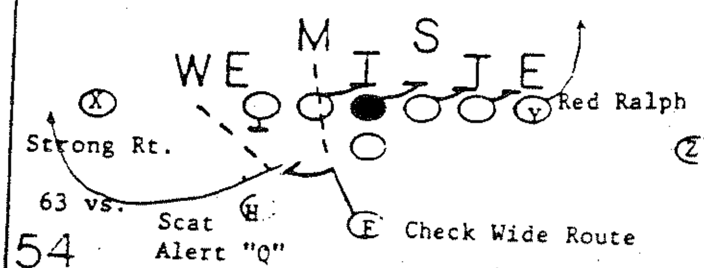
62 - 63 VS. 4 MAN FRONTS

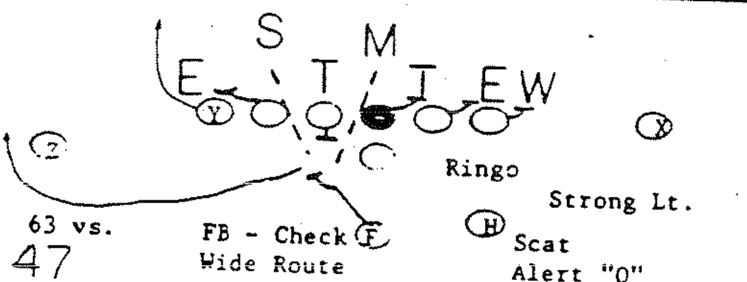


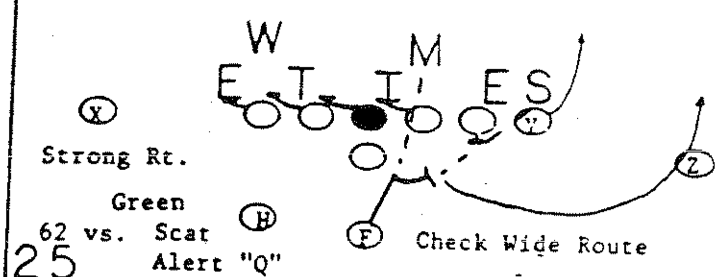


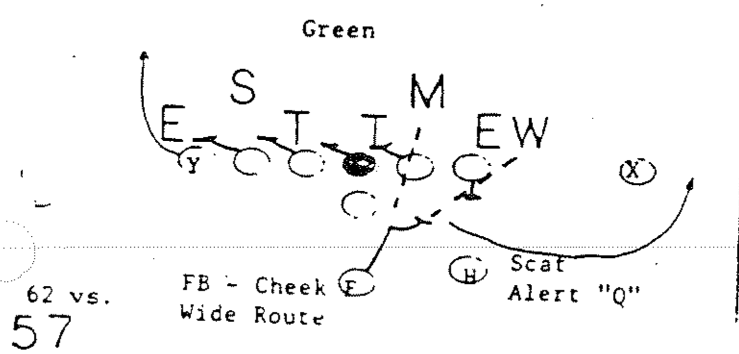


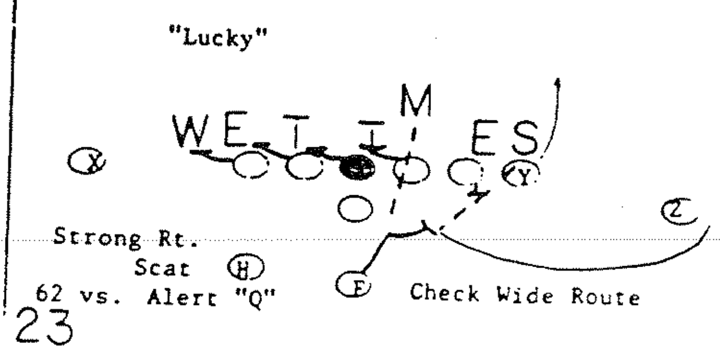






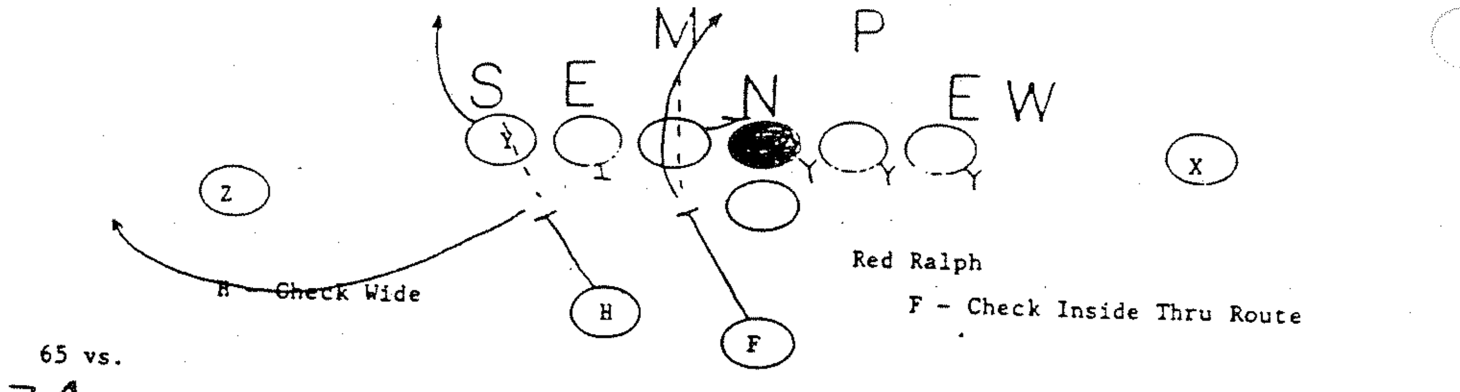




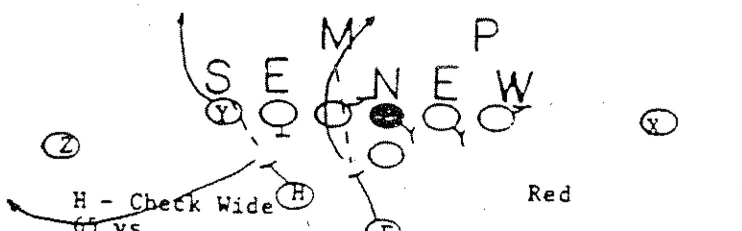


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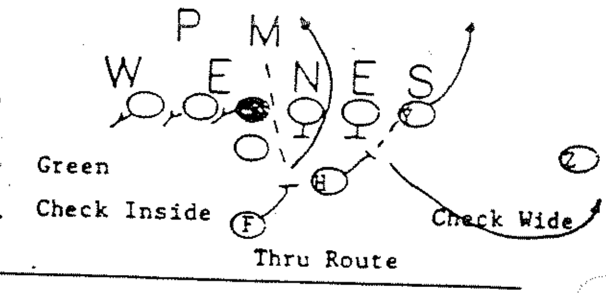
64 - 65 PROTECTION VS. 3 MAN FRONTS



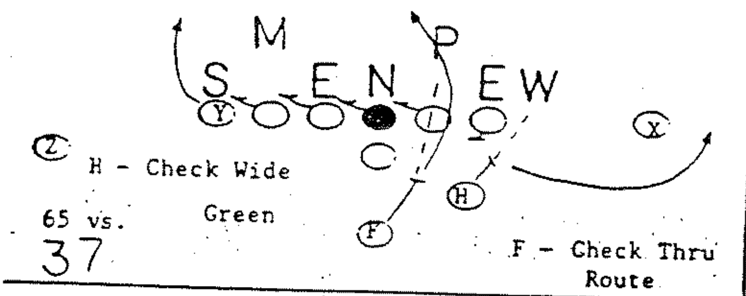
65 vs.
34



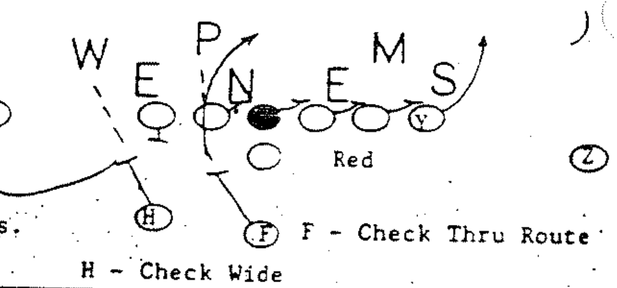
65 vs.
35



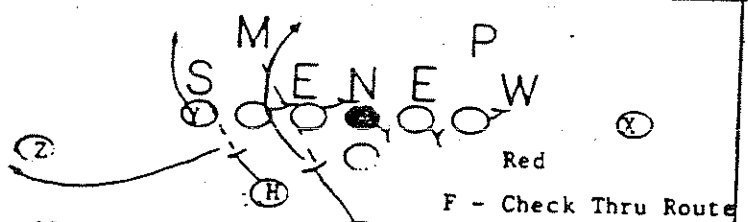
64 vs.
38



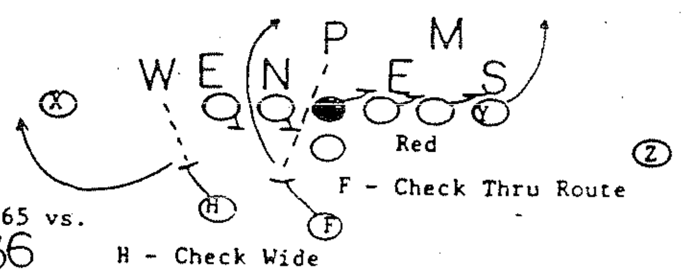
65 vs.
37



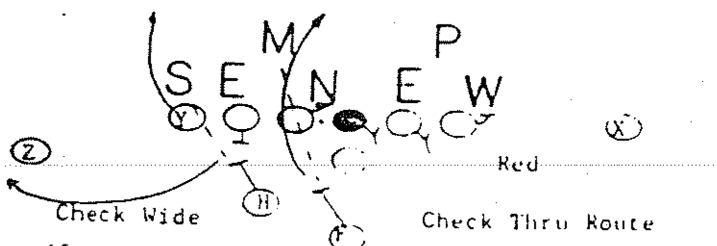
65 vs.
36



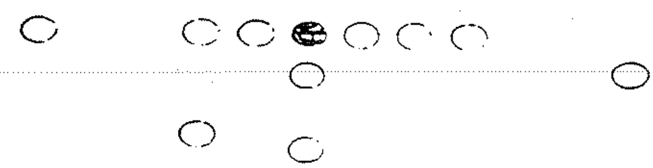
65 vs.
39



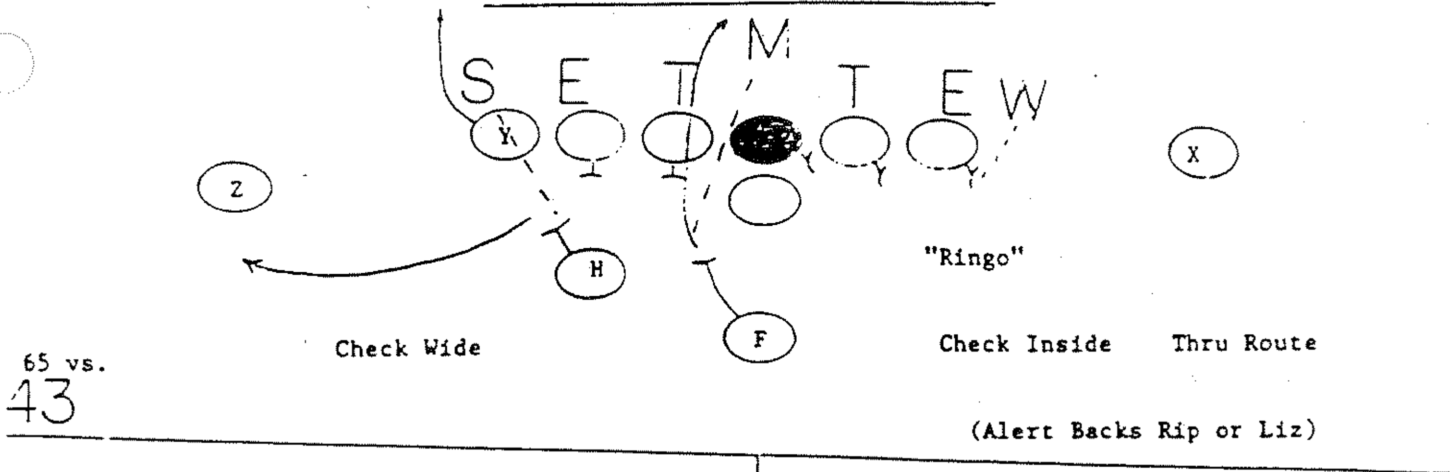
65 vs.
36



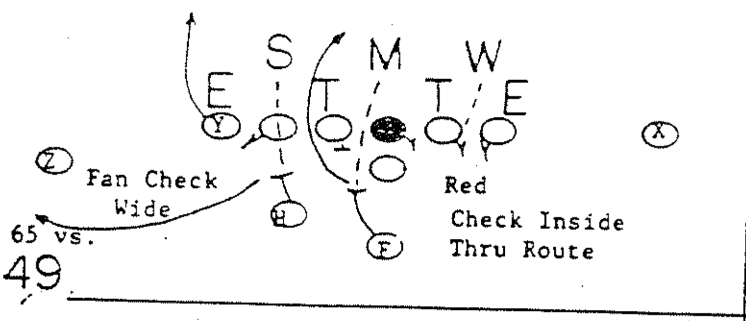
65 vs.
38



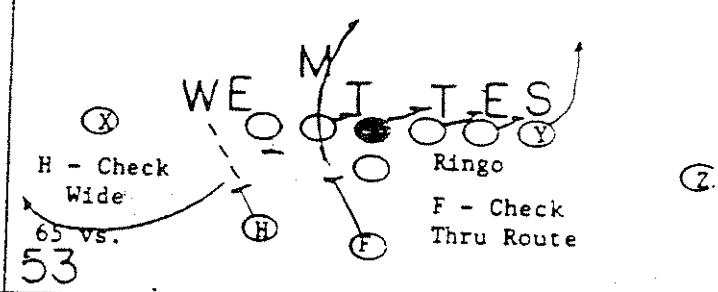
64 - 65 PROTECTION VS. 4 MAN FRONTS



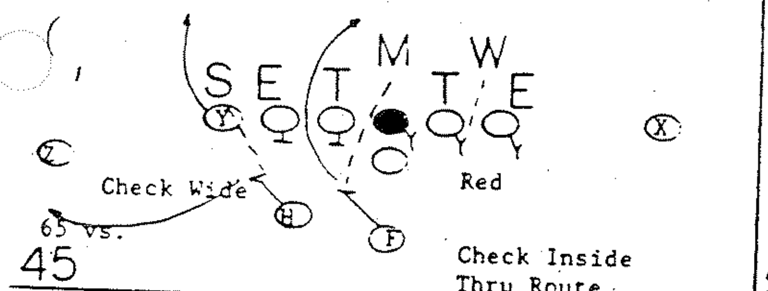
65 vs. 43



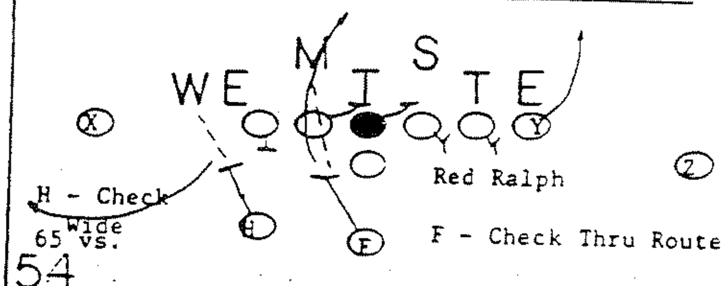
65 vs. 49



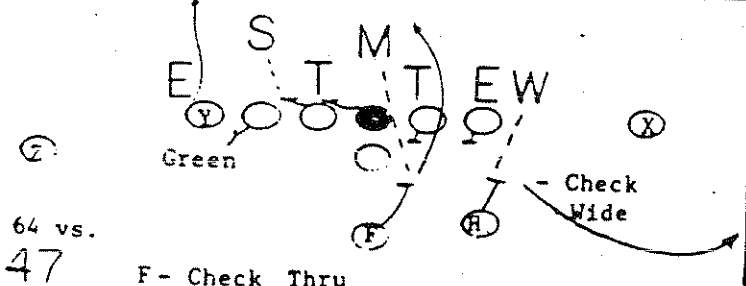
65 vs. 53



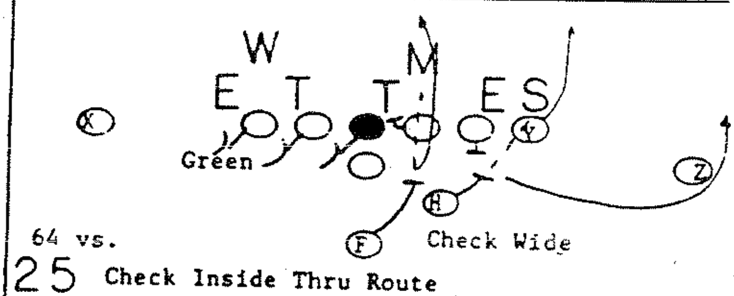
65 vs. 45



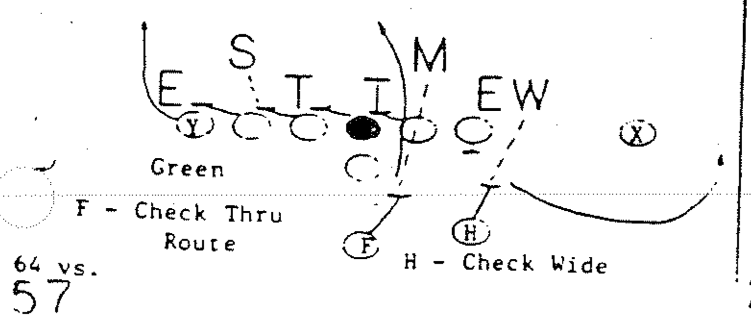
65 vs. 54



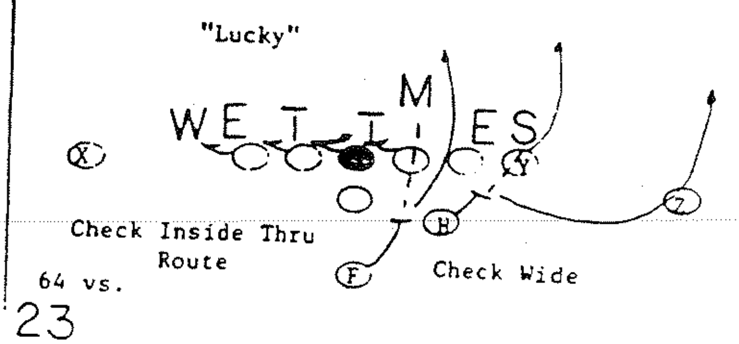
64 vs. 47



64 vs. 25



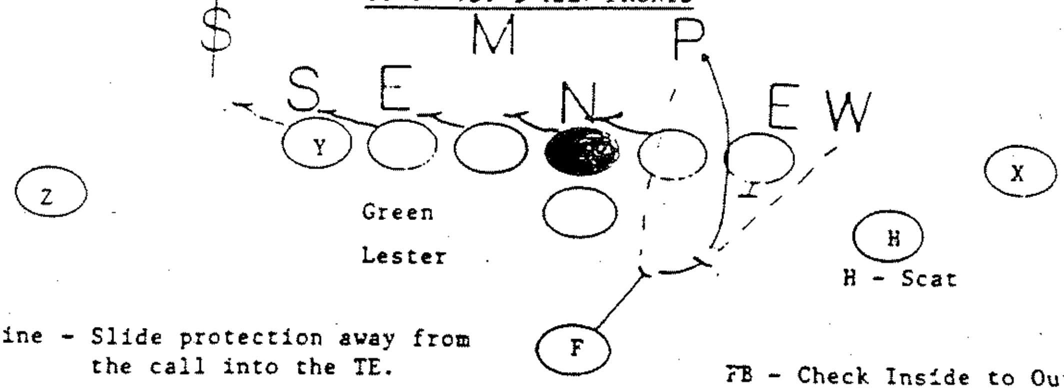
64 vs. 57



64 vs. 23

G

66-67 VS. 3 MAN FRONTS



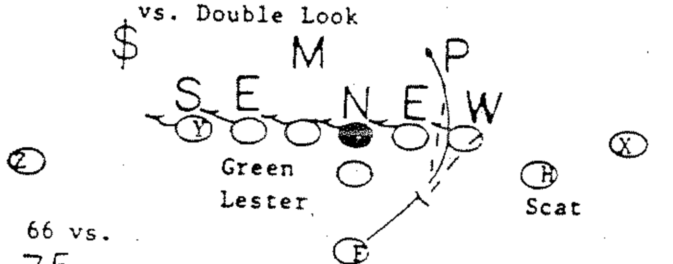
Line - Slide protection away from the call into the TE.

Y - Slide to block $ - Check Drag

FB - Check Inside to Outside LB'er to a Thru Route

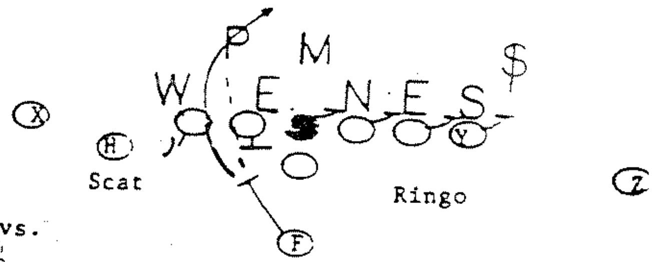
66 vs.
34

OT - Always go down on 66-67 vs. Double Look



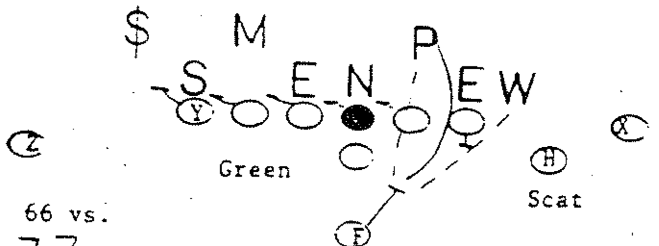
66 vs.
35

F - Check Thru Route



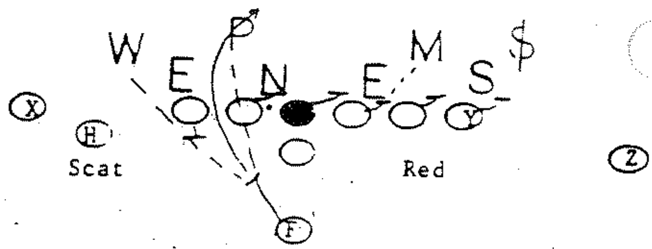
67 vs.
38

F - Check Thru Route



66 vs.
37

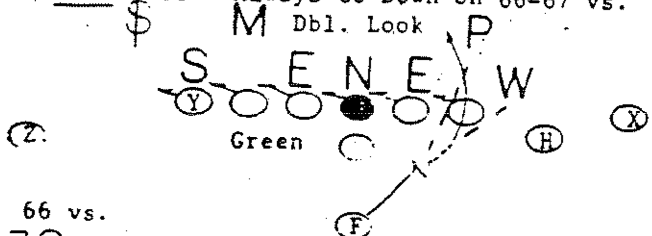
F - Check Thru Route



67
36

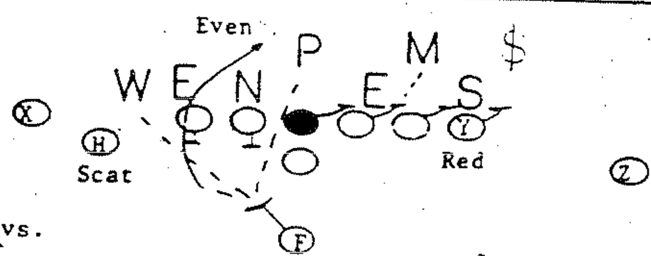
F - Check Thru Route

NOTE: OT - Always Go Down on 66-67 vs. Dbl. Look



66 vs.
39

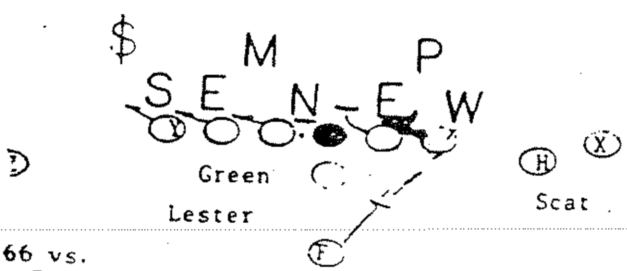
F - Check Thru Route



67 vs.
36

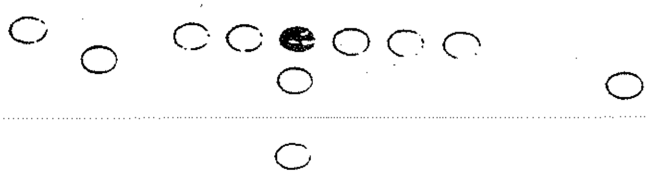
F - Check Thru Route

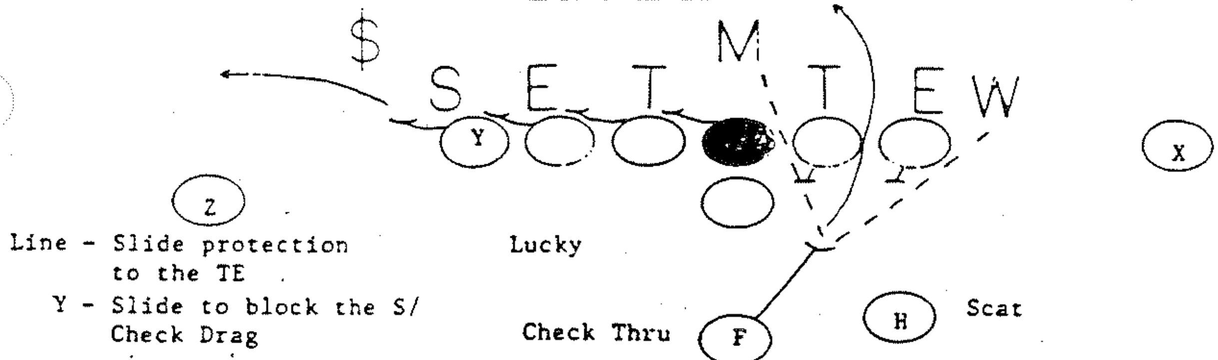
OT - Always Go Down on 66-67 vs. Dbl. Look



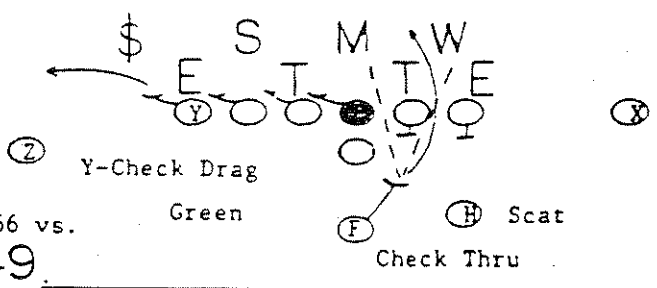
66 vs.
38

F - Check Thru Route

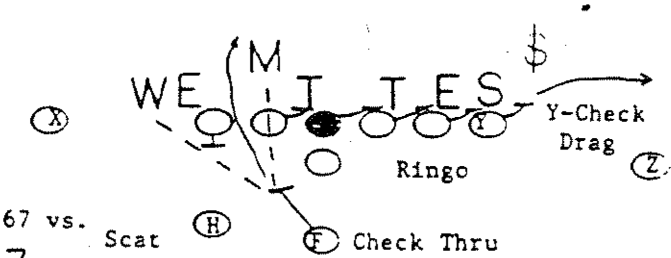




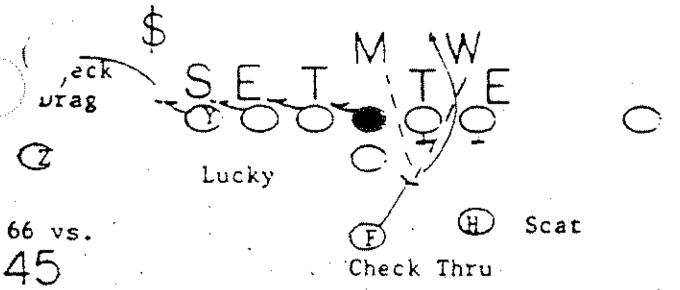
66vs.
43



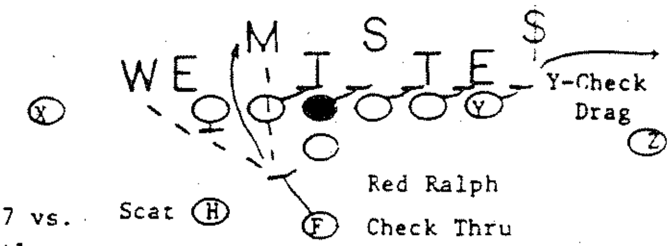
66 vs.
49



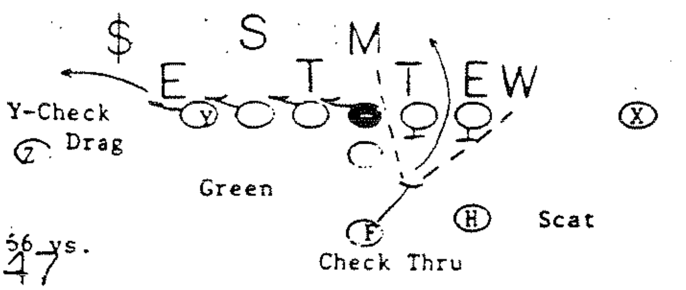
67 vs.
53



66 vs.
45

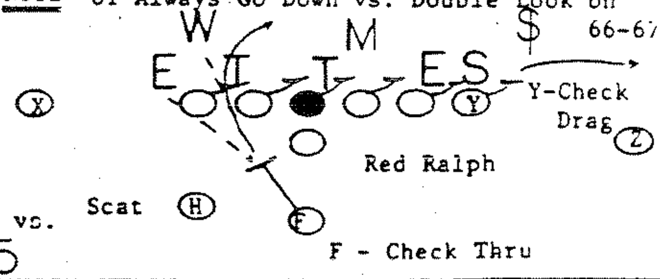


67 vs.
54

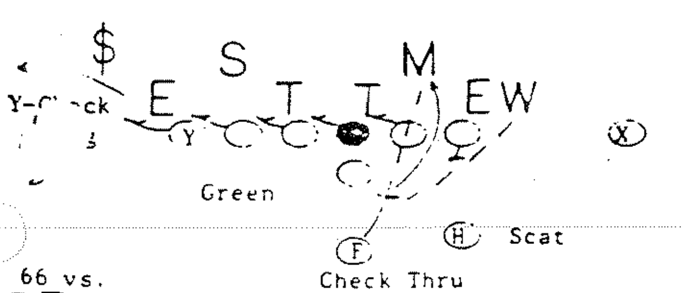


66 vs.
47

NOTE OT Always Go Down vs. Double Look on 66-67

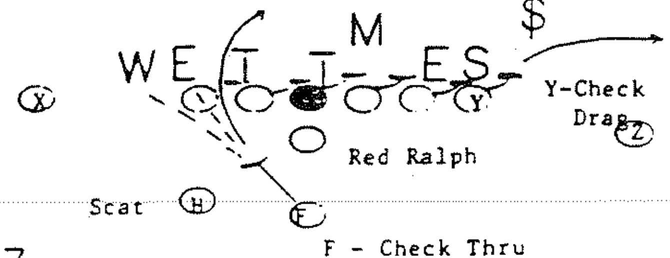


67 vs.
25



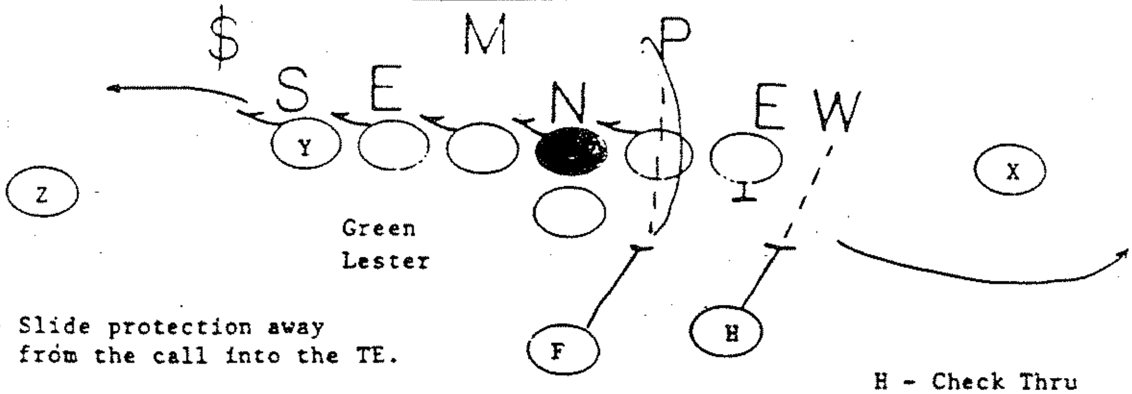
66 vs.
57

NOTE OT Always Go Down vs. Double Look on 66-67



23

66-67 MAX VS. 3 MAN FRONTS



66 Max vs.
34

Line - Slide protection away from the call into the TE.

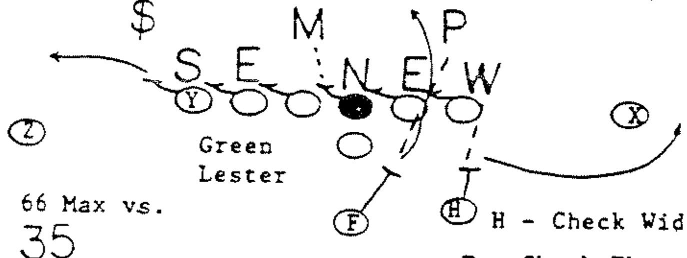
Y- Slide to block the $ - Check Drag

H - Check Thru
F - Check Wide

(Backfield Alert 66-67 Rip-Liz)

Y - Check Drag

OT - Always go down vs. Double Look on 66-67.



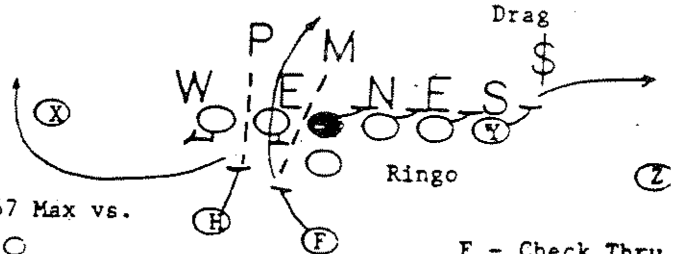
66 Max vs.
35

H - Check Wide

F - Check Thru

EVEN

Y - Check Drag

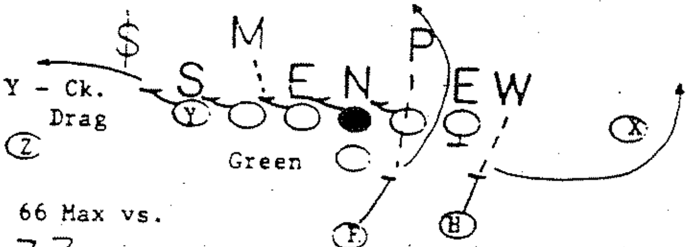


67 Max vs.
38

F - Check Thru

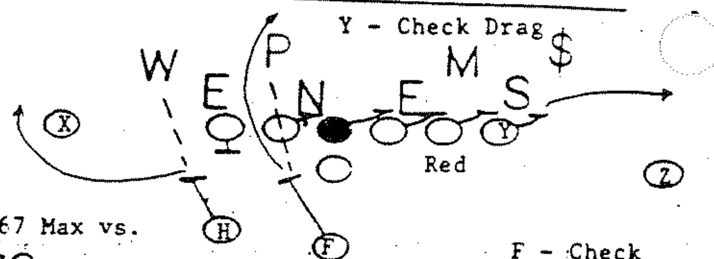
H - Check Wide

Y - Ck. Drag



66 Max vs.
37

Y - Check Drag



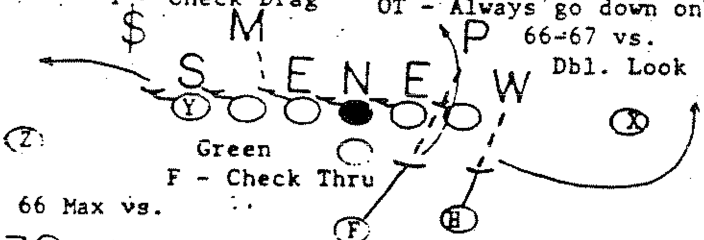
67 Max vs.
36

H - Check Wide

F - Check Thru

Y - Check Drag

OT - Always go down on 66-67 vs. Dbl. Look



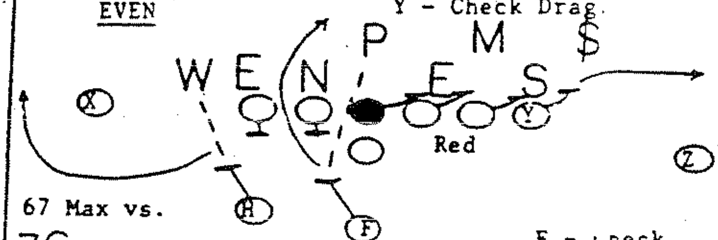
F - Check Thru

66 Max vs.
39

H - Check Wide

EVEN

Y - Check Drag



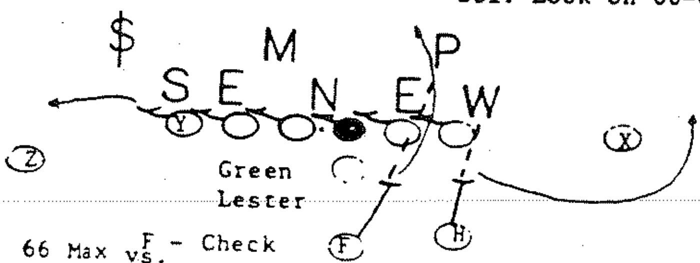
67 Max vs.
36

H - Check Wide

F - Check Thru

Y - Check Drag

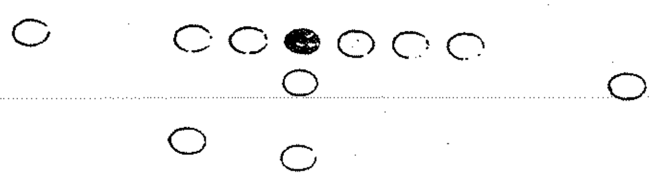
OT - Always go down vs. Dbl. Look on 66-67



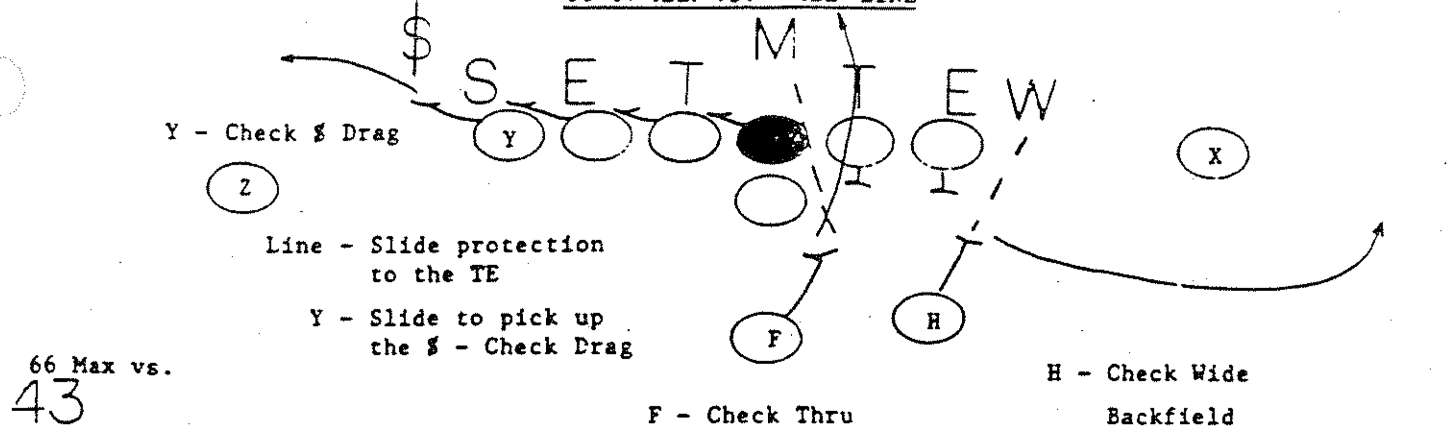
66 Max vs.
38

F - Check Thru

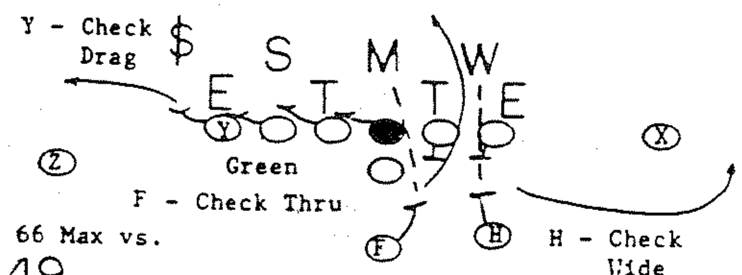
H - Check Wide



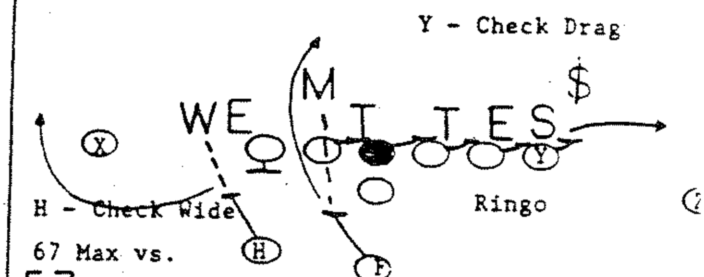
66-67 MAX VS. 4 MAN LINE



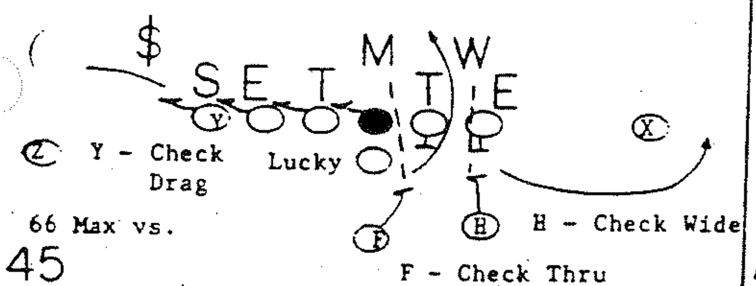
66 Max vs.
43



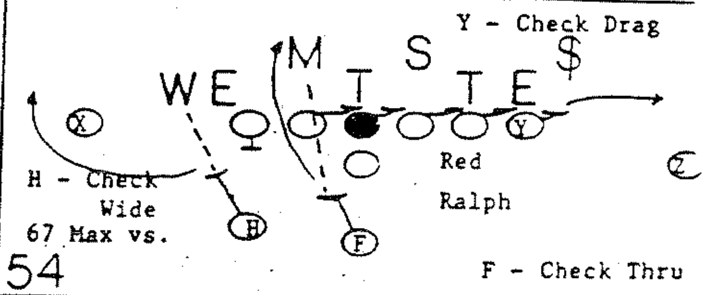
66 Max vs.
49



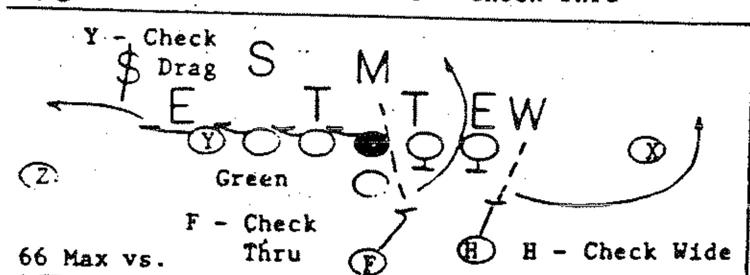
67 Max vs.
53



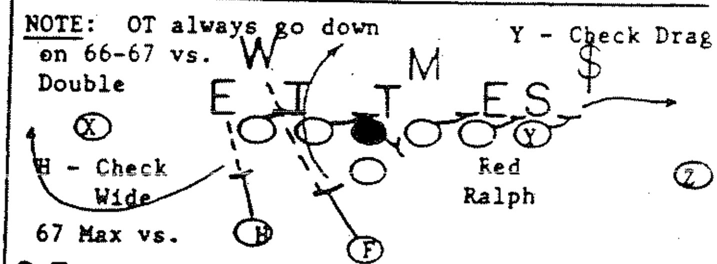
66 Max vs.
45



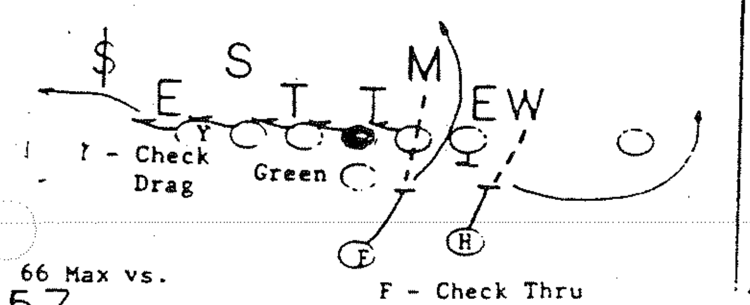
67 Max vs.
54



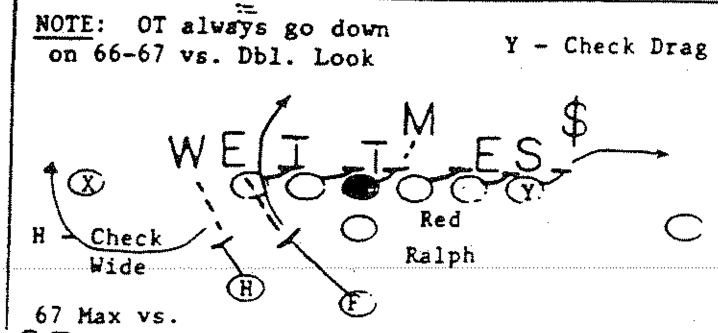
66 Max vs.
47



67 Max vs.
25



66 Max vs.
57



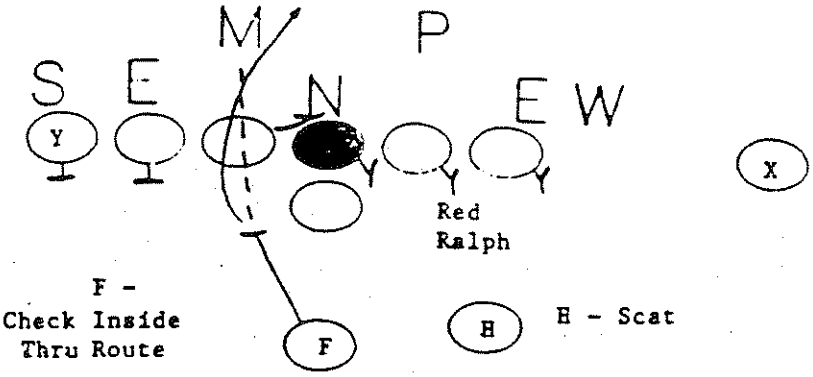
67 Max vs.
23

K

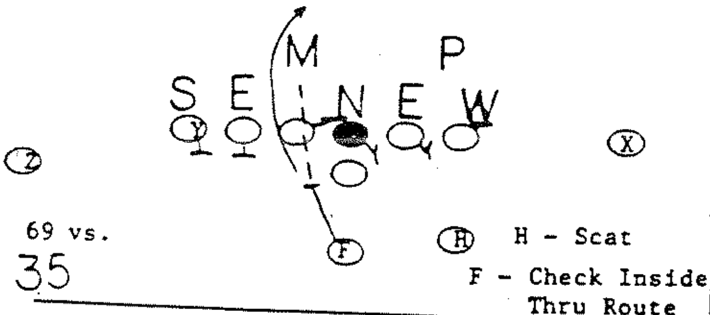
68-69 PROTECTION VS. 3 MAN FRONTS

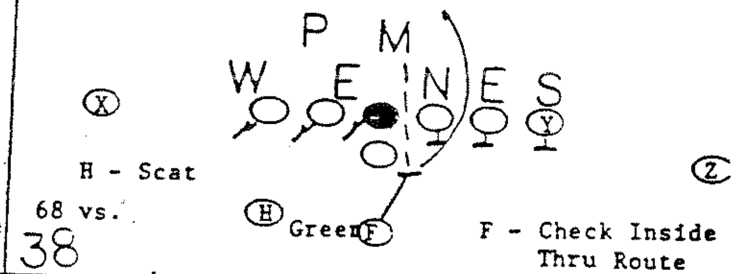
*Check Prot. to 78-79 vs. 37 (See Below)

We would like to slide into the reduction rather than away

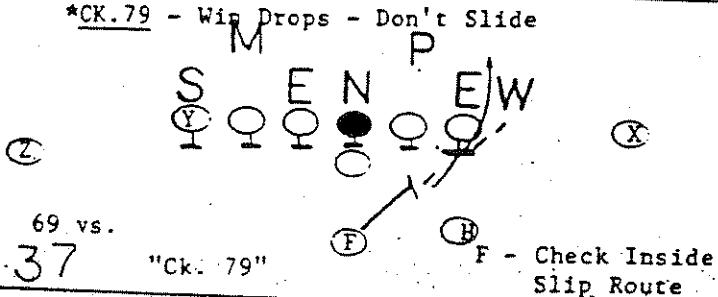


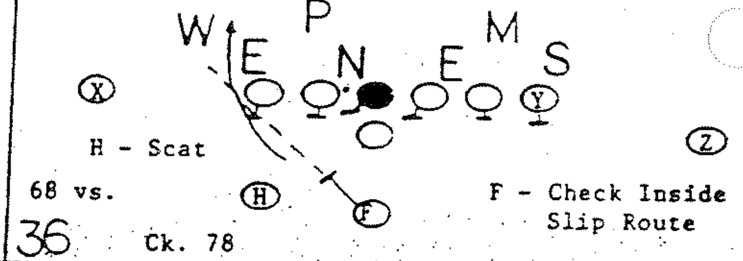
69 vs.
34

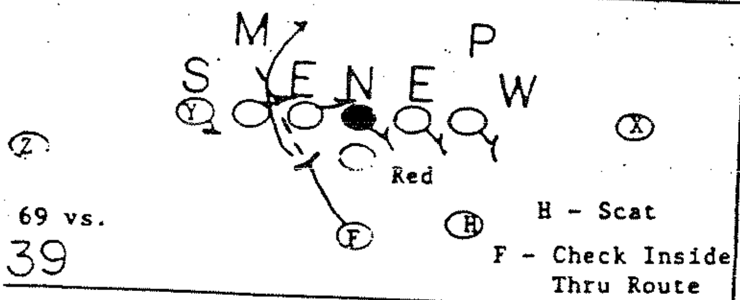


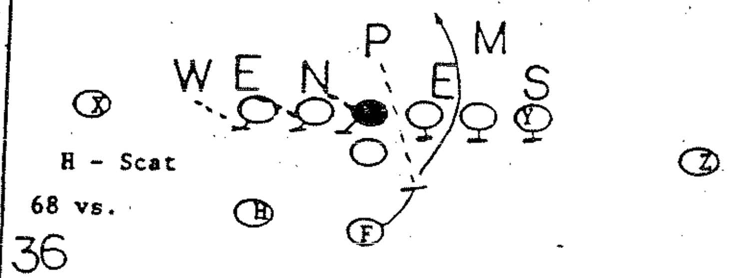


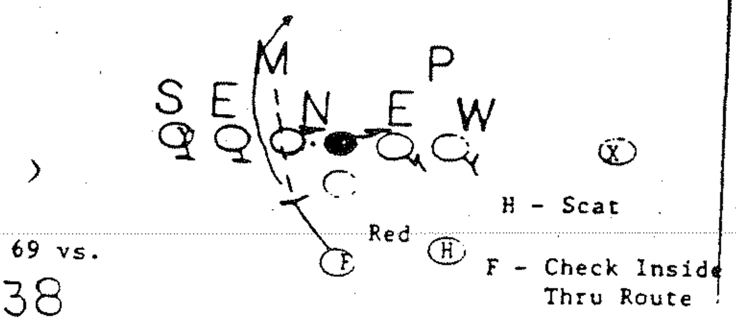
*CK.79 - Win Drops - Don't Slide

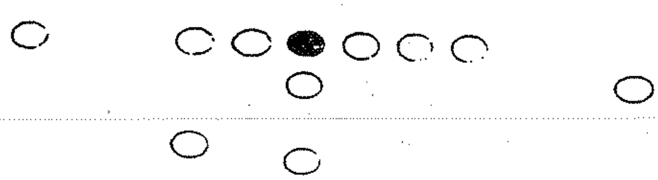






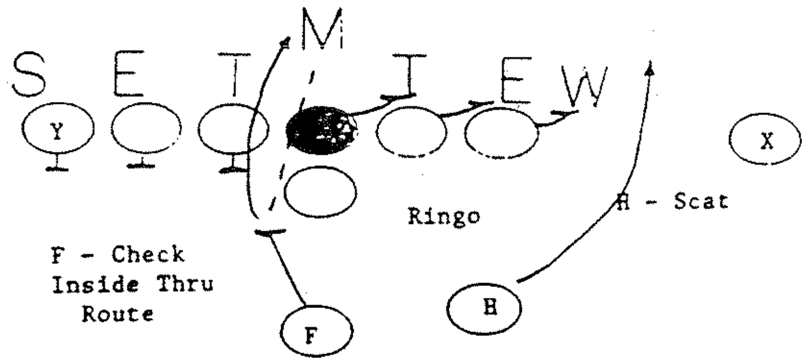




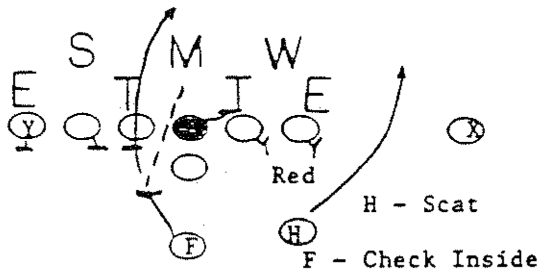


68-69 PROTECTION VS. 4 MAN FRONTS

*Check Prot.
to 78-79
vs. 57, 53
See Below

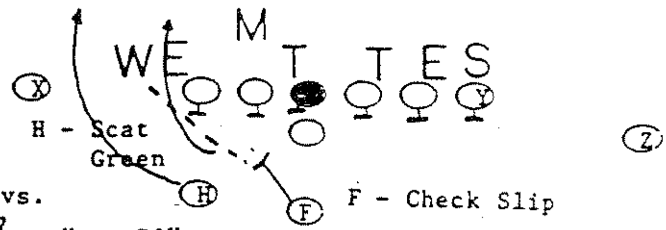


9 vs.
3

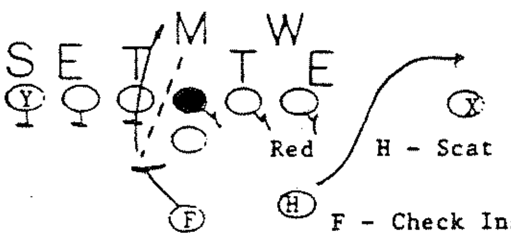


9 vs.
9

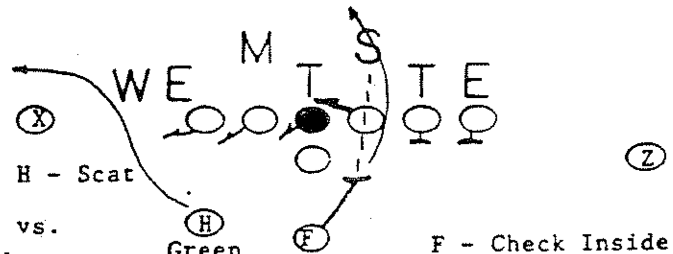
*CK. 78 - Win is Dropping Don't Slide



68 vs.
53 "CK. 78"

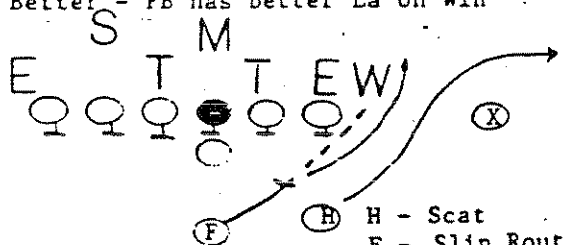


vs.
5

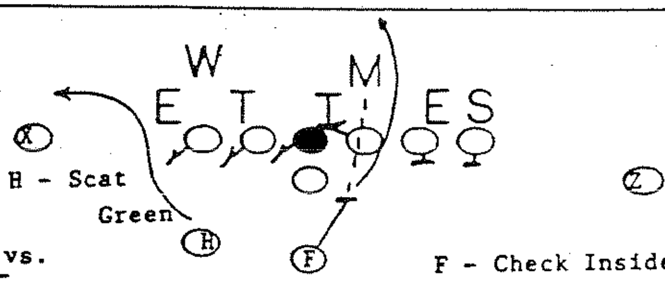


68 vs.
54

79 Better - FB has better La on Win

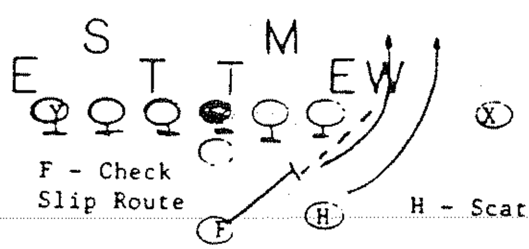


9 vs.
7 "CK. 79"



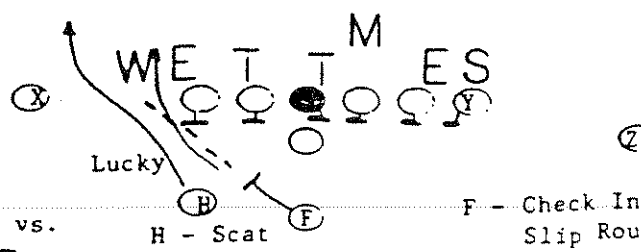
68 vs.
25

*CK. 79 - Win is Dropping - Don't Slide
Same as 37



9 vs.
7 "CK. 79"

78 Better - FB has better La on win -
Cleveland Browns

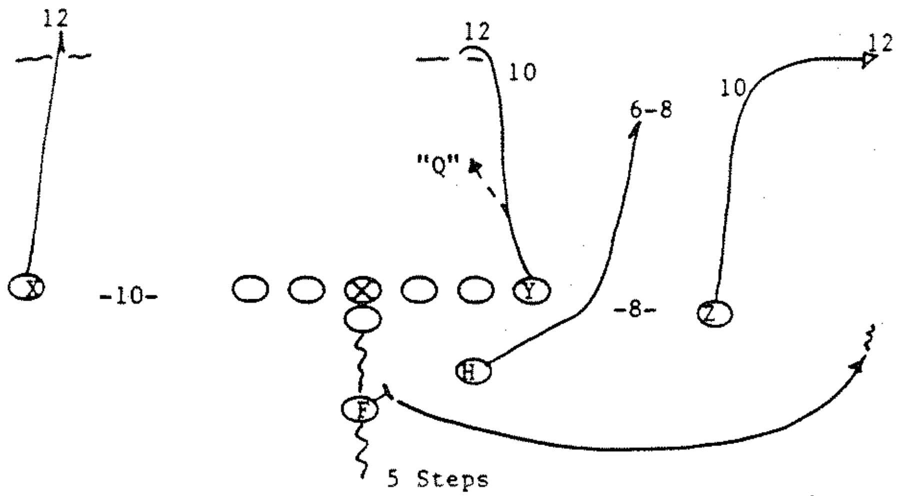


F - Check Inside
Slip Route

68 vs.
23 "CK. 78"

SHORT 62 (63) X CALIBER

Strong Right



QB KEY LB'ERS DROP ON 1ST ST

LB'ers Weak	LB'ers Stron
Q) Y Look	Q) Y Look
1) Z Out	1) X Pivot
2) HB Stop	2) Y Hook
3) Y Hook	3) HB Stop
4) FB Flare	4) FB Flare

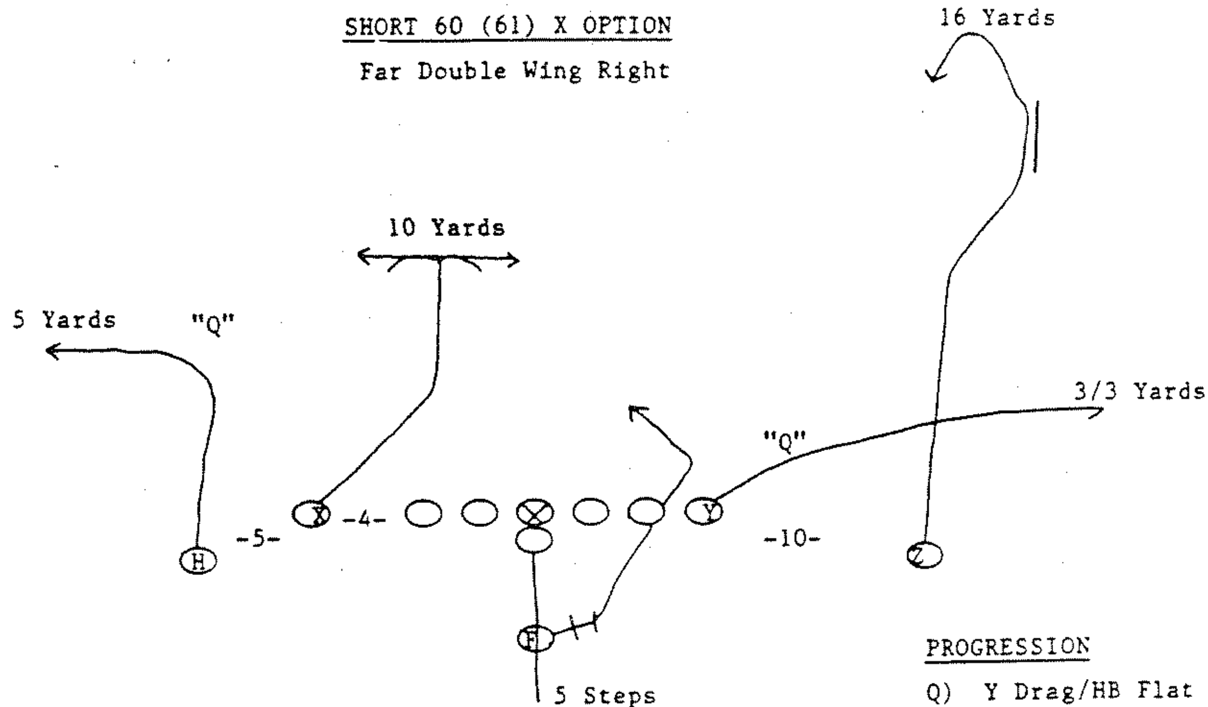
*Audible

Short 62 (63) Excaliber

NOTES:

SHORT 60 (61) X OPTION

Far Double Wing Right



PROGRESSION

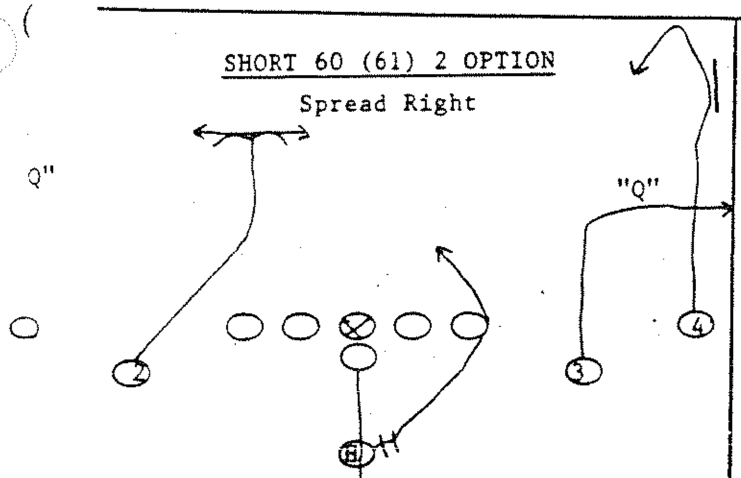
Q) Y Drag/HB Flat
1) X Option/HB Flat
2) Z Hook
3) Y Drag
4) F Check Arc

*Audible

Short 60 (61) Xerox

SHORT 60 (61) 2 OPTION

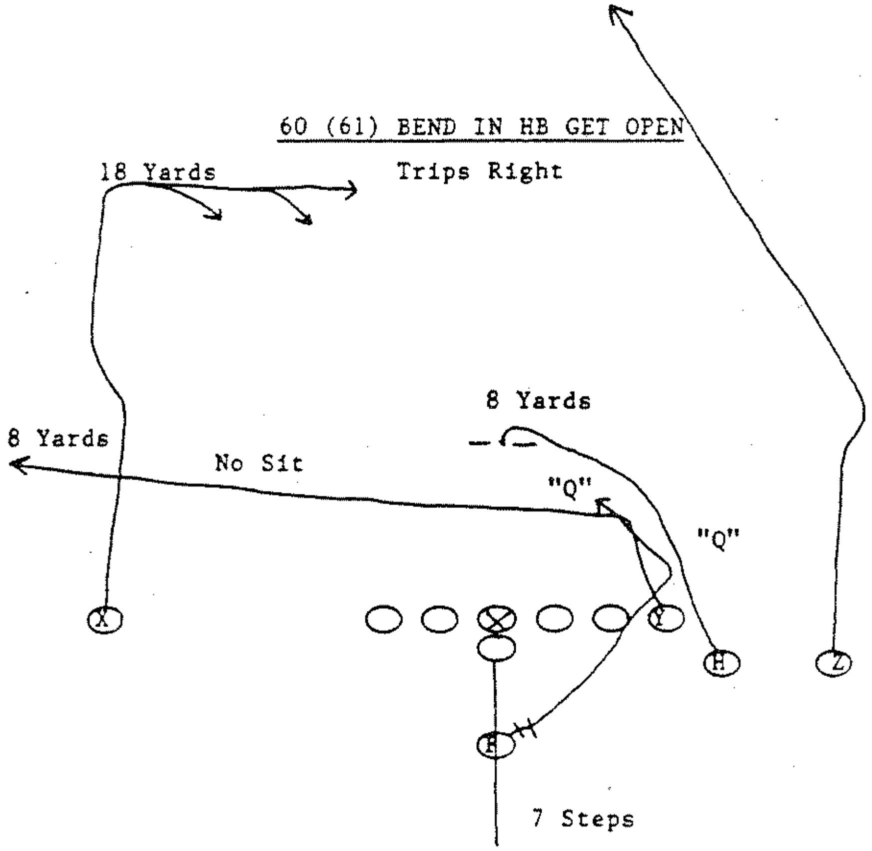
Spread Right



NOTES:

60 (61) BEND IN HB GET OPEN

Trips Right



*Audible

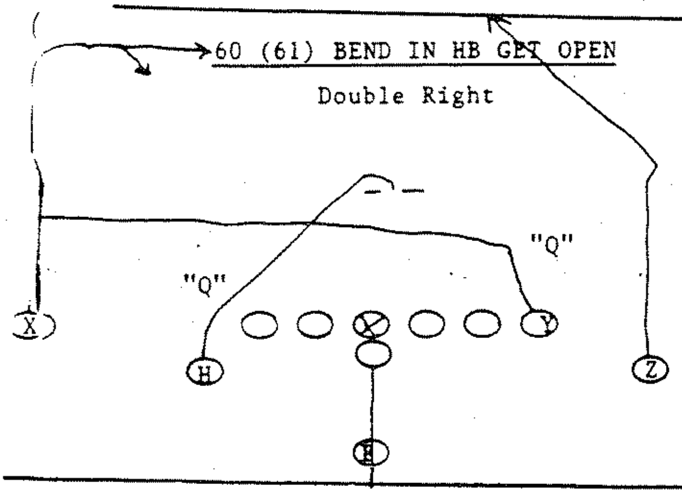
60 (61) Bandit

PROGRESSION

Q) Y Shallow Cross/
HB Get Open
1) Z Post
2) X Bend In
3) Y Shallow Cross
4) HB Get Open
5) FB Check

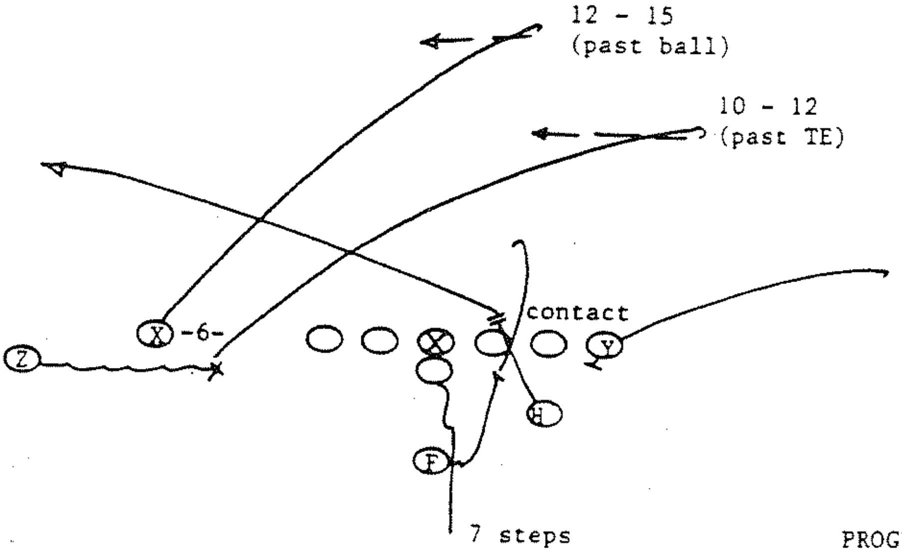
60 (61) BEND IN HB GET OPEN

Double Right



NOTES:

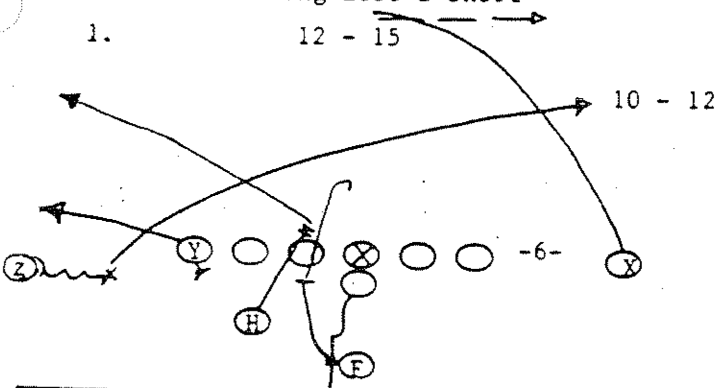
DART 68 (69) HB BOUNCE LEFT
Strong Right Flap - Z Short



PROGRESSION

1. HB Bounce Left
2. X/Z Slide
3. Y Check Drag
4. FB Check Thru

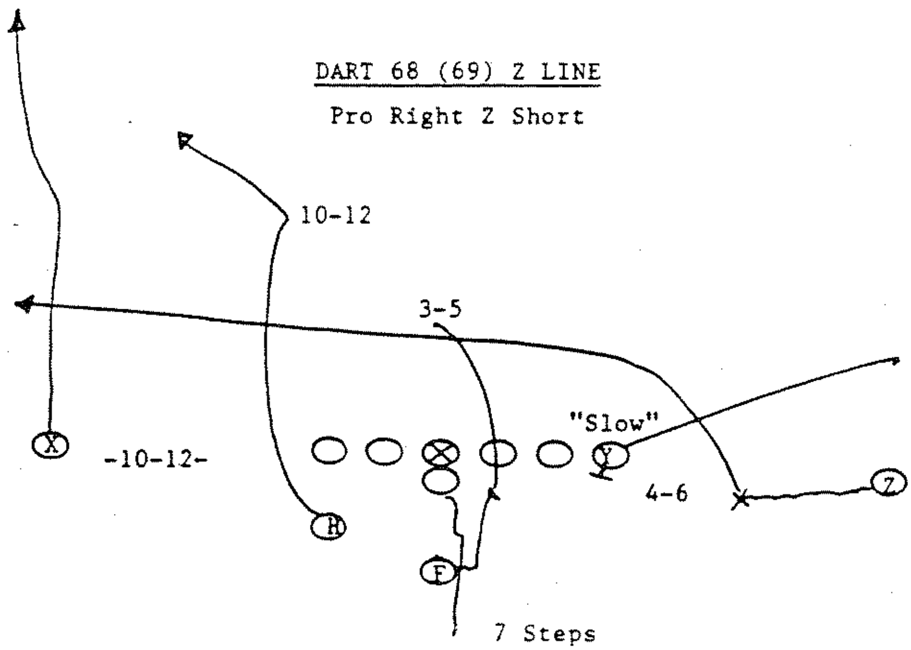
DART 69
Strong Left Z Short



NOTES: Usually a RED ZONE play.

DART 68 (69) Z LINE

Pro Right Z Short



PROGRESSION

1. X Go
2. HB Corner
3. Z Line/Shallow Cr
4. FB Check Thru
5. Y Check Drag

*Audible

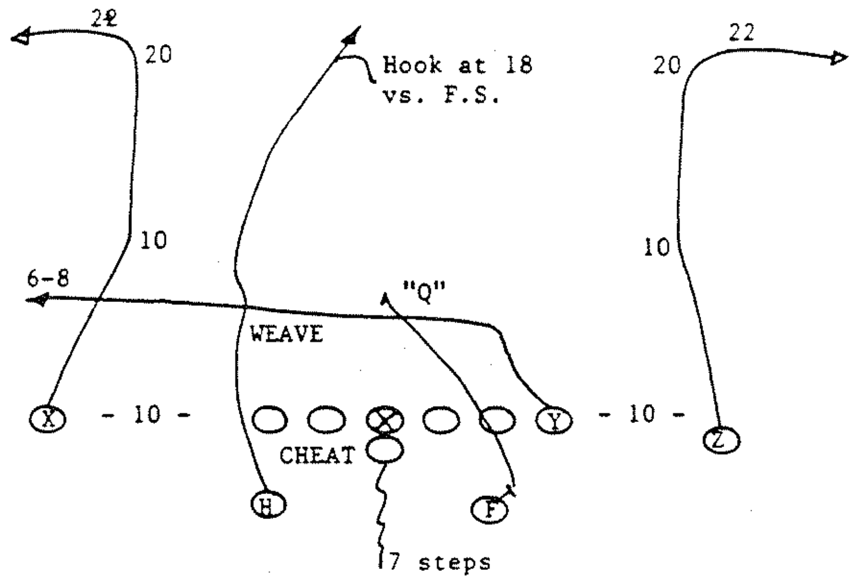
Dart 68 (69) Line Zebra

NOTES:

Z - Do not sit down until you are at least to the inside edge of the numbers.

VS. WIN, if he is waiting for you; deepen and draw his attention - sit and hold him.

60 (61) DOUBLE "CIRCLE"
Split Right



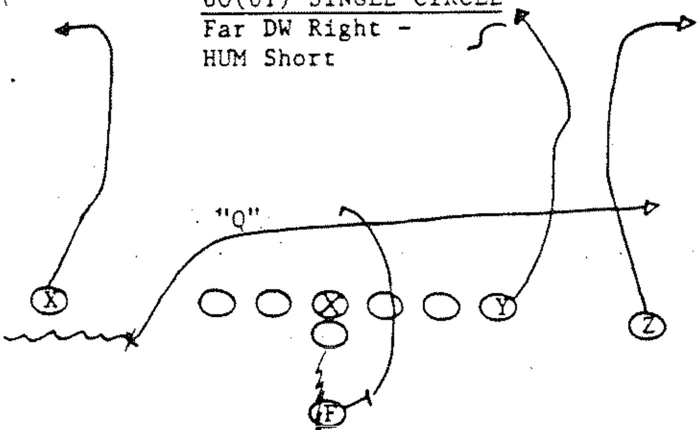
*AUDIBLE

60(61) DOUBLE
If no TAG - Automatic "CIRCLES"

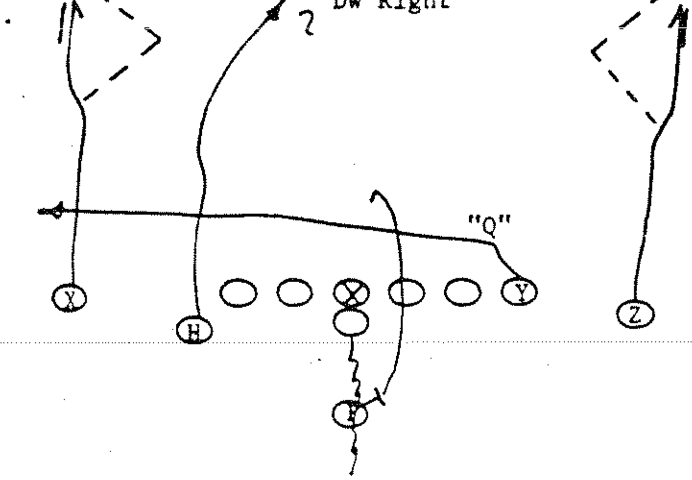
PROGRESSION

Q) Y Shallow Cross
1) HB Middle Read
2) Circle (Pick a side)
3) Y Shallow Cross
4) FB Check THru

60(61) SINGLE "CIRCLE"
Far DW Right -
HUM Short



60(61) DOUBLE "COMBO"
DW Right



NOTES:

SPECIAL ALERT

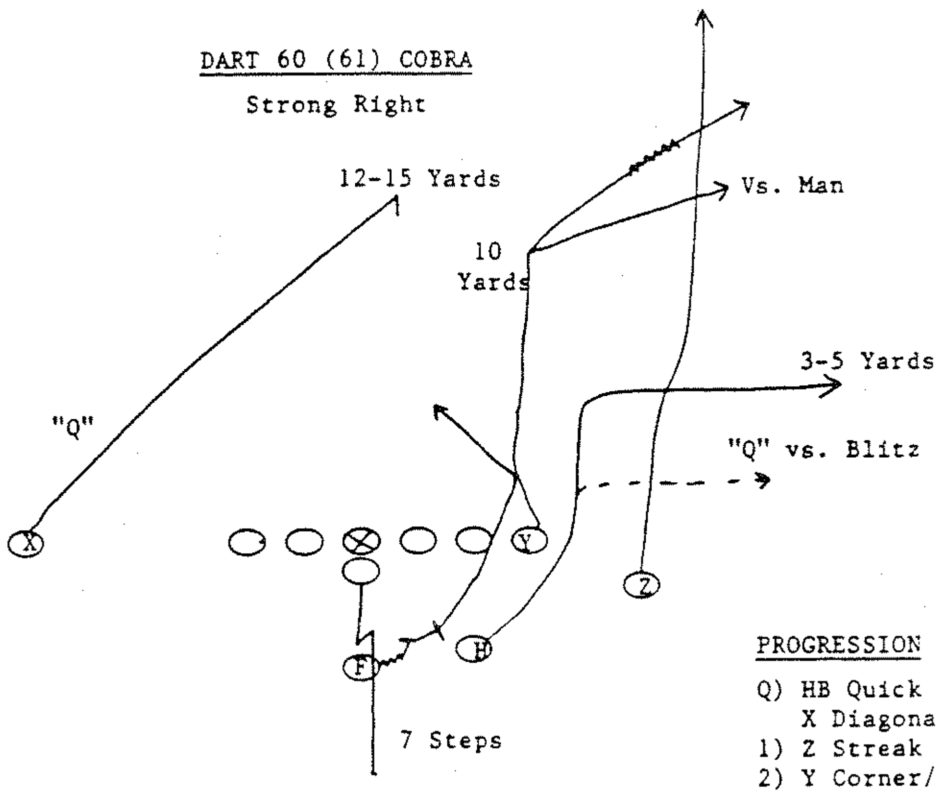
Y in "Q" (rule breaker)

BASE RULE

Y runs Shallow Cross on "DOUBLE" call.
FB runs thru.

DART 60 (61) COBRA

Strong Right



*Audible

Dart 60 (61) Cobra

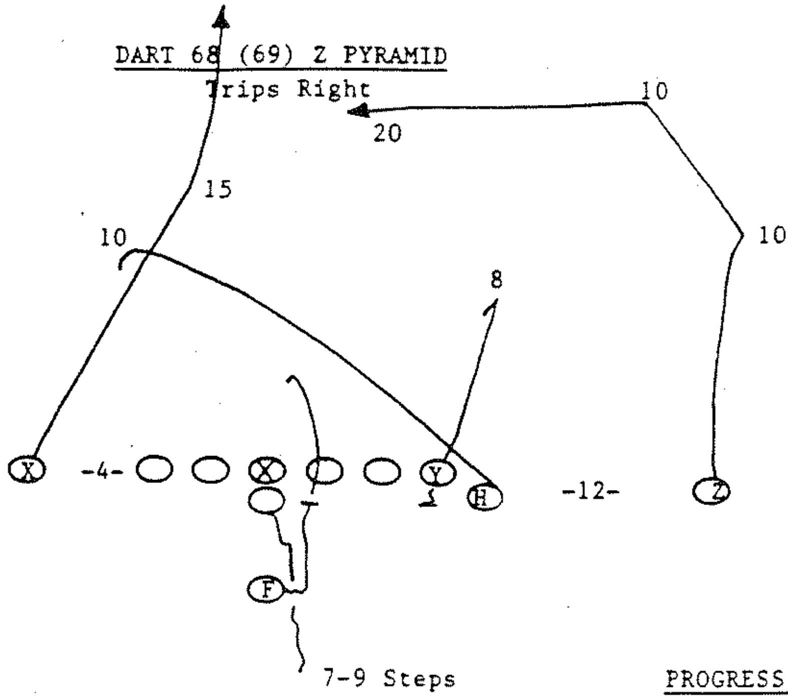
PROGRESSION

Q) HB Quick Fan/
   X Diagonal
1) Z Streak
2) Y Corner/HB Fan
3) X Diagonal
4) FB Check Arc

NOTES:

DART 68 (69) Z PYRAMID

Trips Right



PROGRESSION

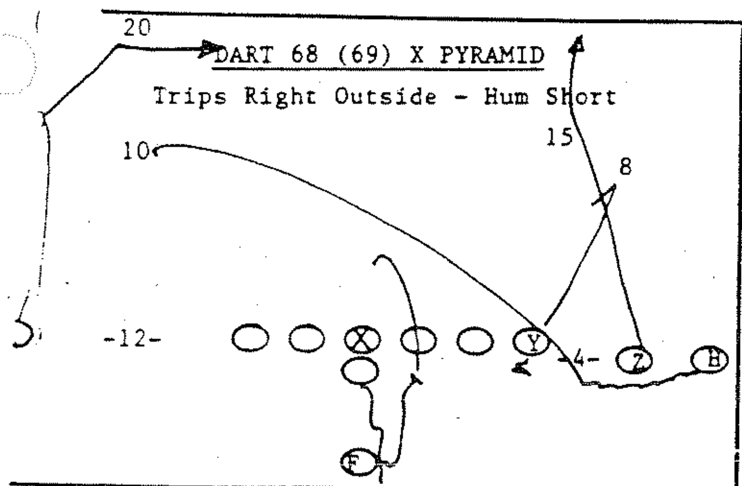
1) X Dog Streak
2) Z Deep Over
3) Y Check Pivot/
   HB Over
4) FB Thru

*Audible

Dart 68(69) Pyramid Zebra

DART 68 (69) X PYRAMID

Trips Right Outside - Hum Short

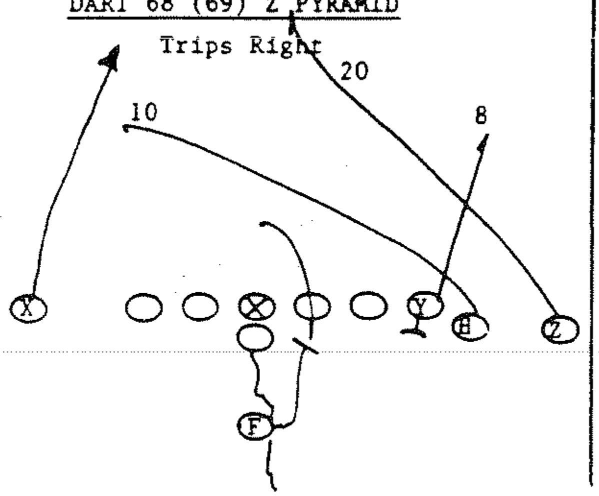


NOTES: DART - token DRAW fake or RUN fake to the FB by Game Plan.

PYRAMID - Same as "Dover", except Y & HB exchange assignments

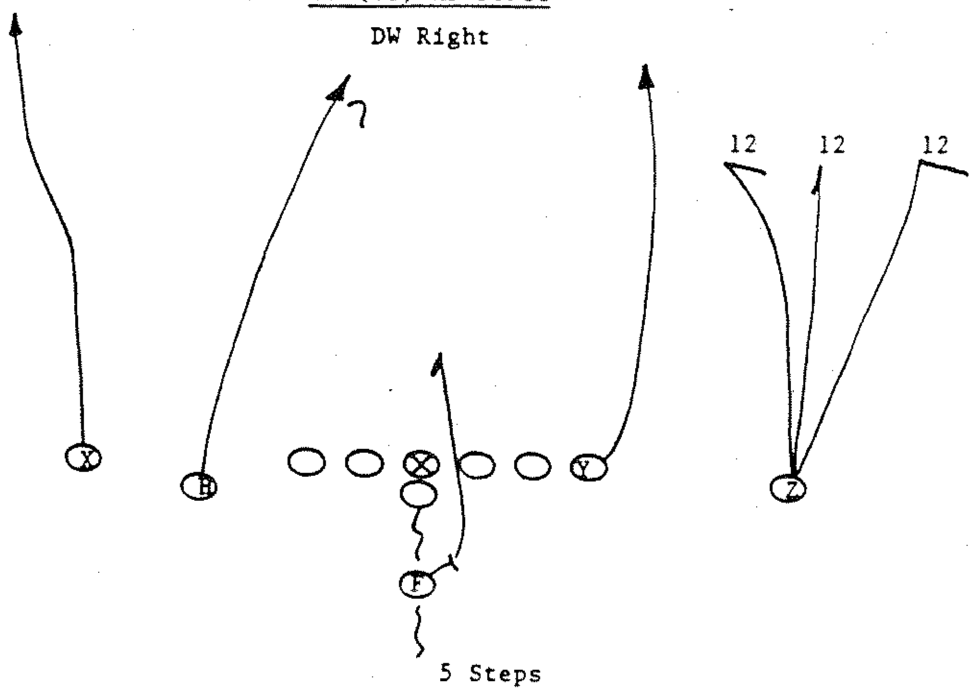
DART 68 (69) Z PYRAMID

Trips Right



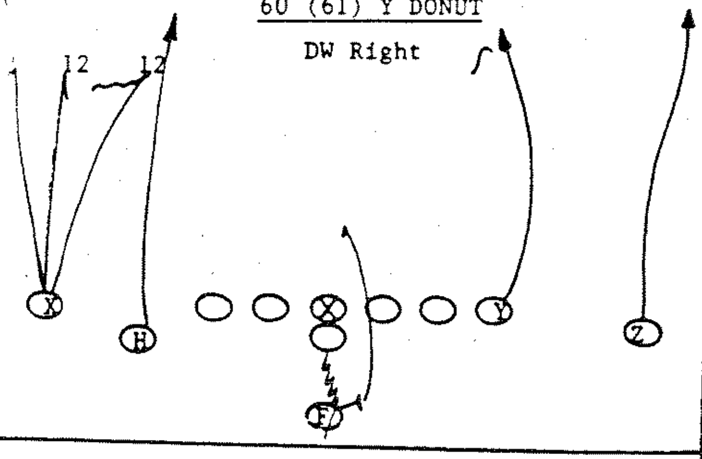
60 (61) HB DONUT

DW Right



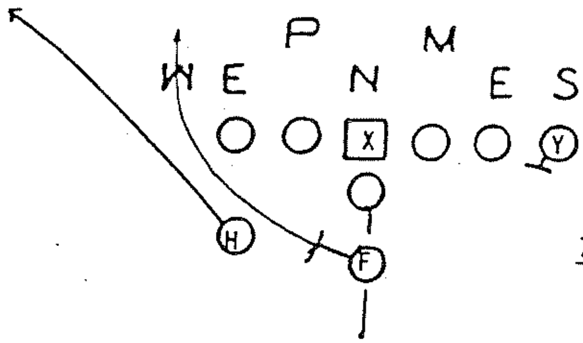
60 (61) Y DONUT

DW Right



NOTES: New idea. We'll learn about it as we go. You'll teach us how it should time up and the progressions.

70 SERIES



78

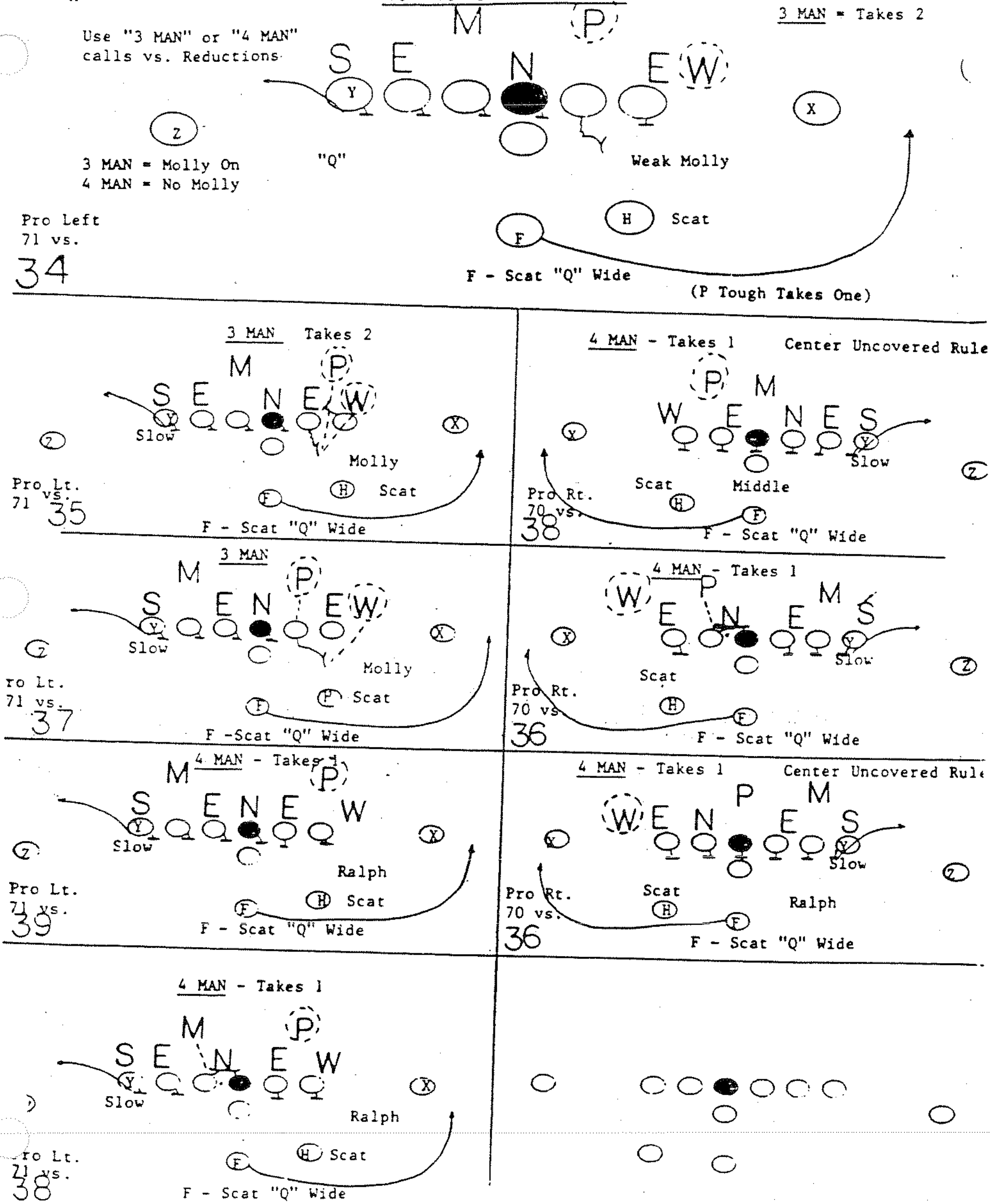
This is a weak flow series where the backs go away from the tight end.

1. Five or seven step drop (QB will call Short to indicate 5 step drop).
2. Weak side flow.
3. TE block on 70's, with the exception of 76/77 - TE "Q".
4. HB scat on 76/77 - 78/79.
5. Right guard double read on 1-2-6 versus 34 defense.
6. Left guard double read on 0-3-7 versus 34 defense.
7. Use Ralph-Lester Weak vs. 3 Man Line on 78-79.

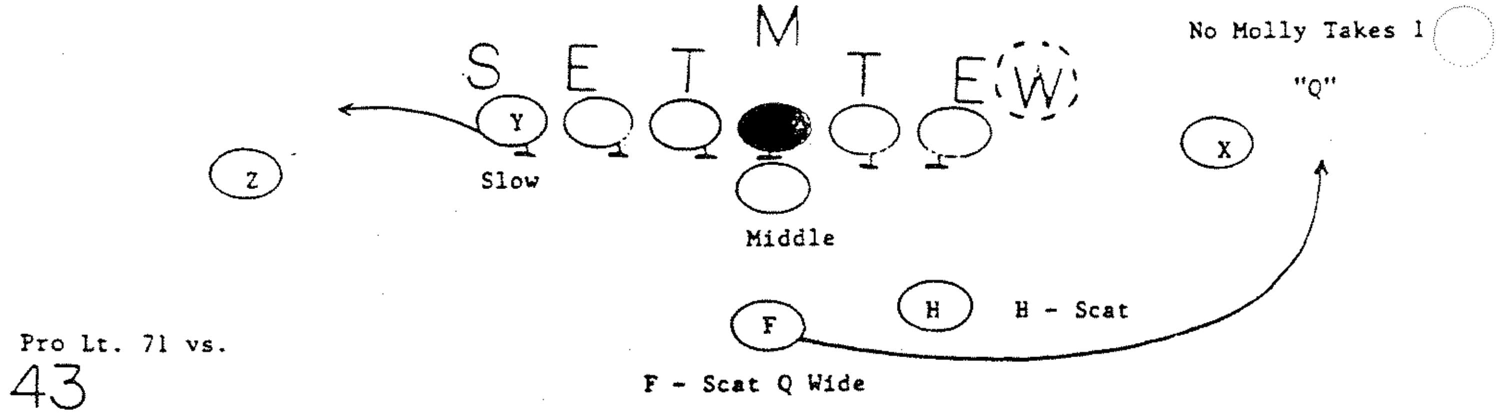
70 SERIES

A

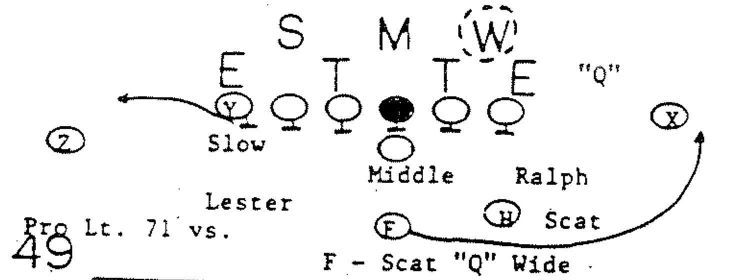
70 - 71 VS. 3 MAN FRONTS



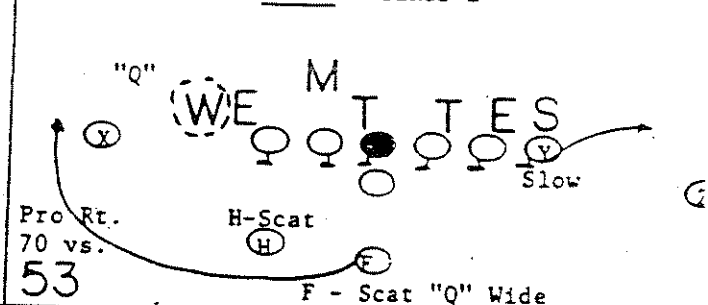
70 - 71 PROTECTION VS. 4 MAN FRONTS

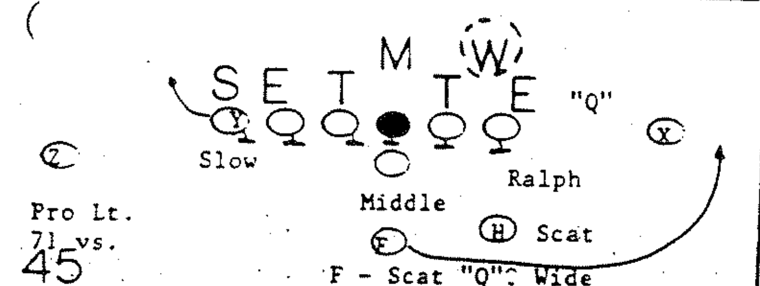


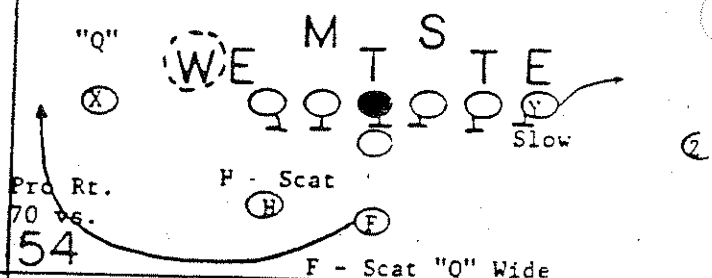
(Audible vs. Bear Defense)

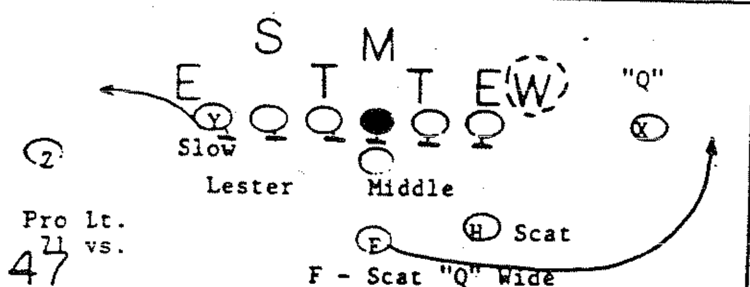


4 MAN - Takes 2

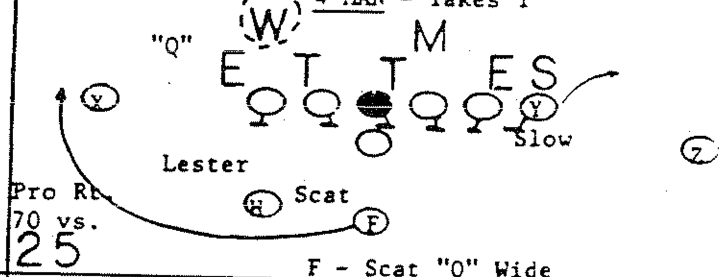




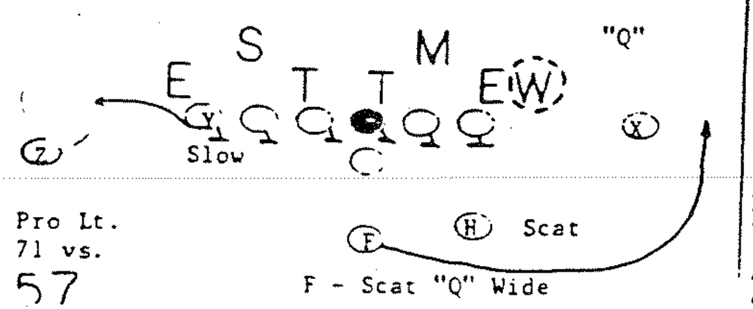


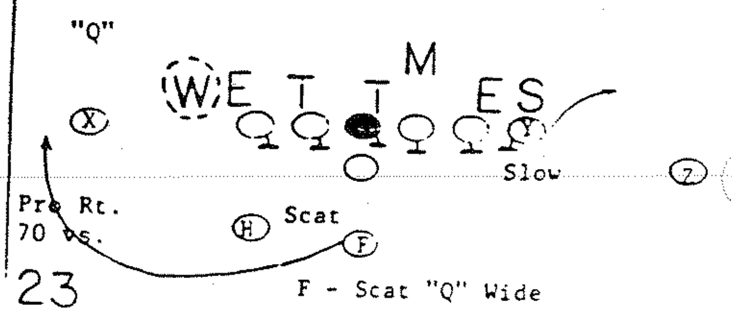


4 MAN - Takes 1



4 MAN - Takes 1 No Molly

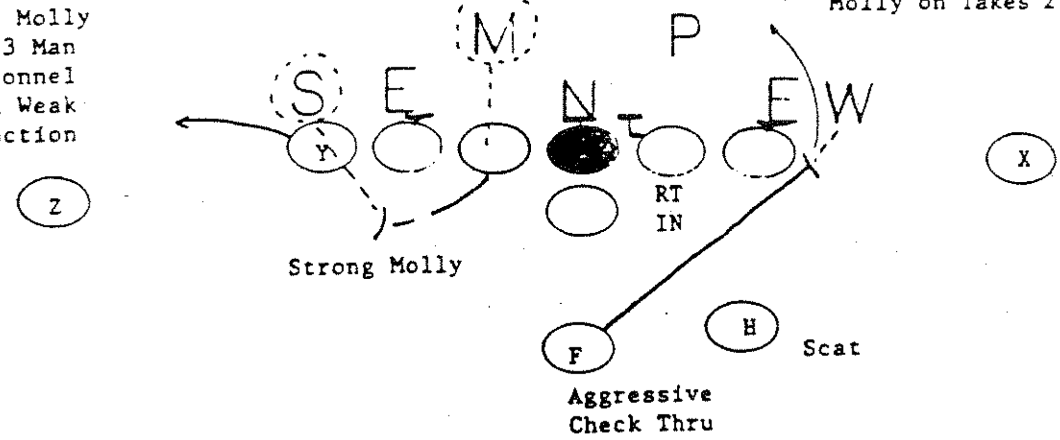




376-377 VS. 3 MAN FRONTS - 3 Man Molly on Takes 2

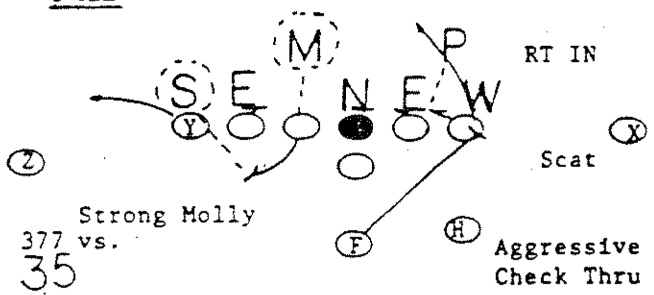
C

*Keep Molly Vs. 3 Man Personnel When Weak Reduction



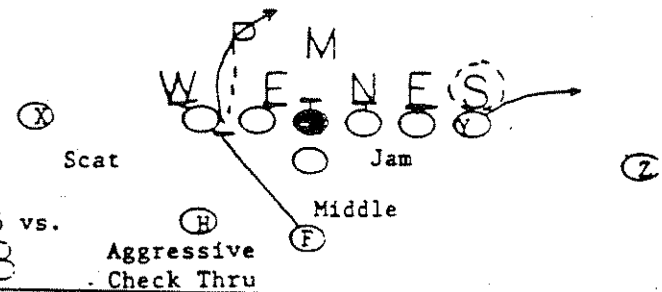
377 vs. 34

3 MAN



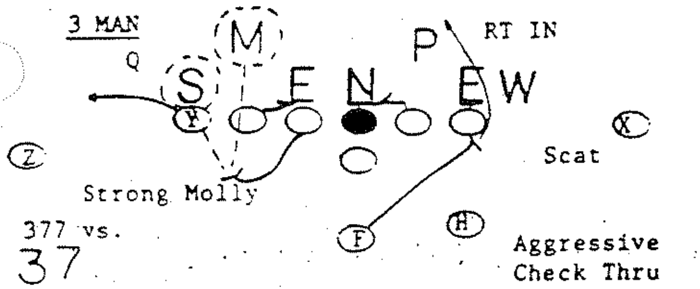
377 vs. 35

4 MAN - Takes 1



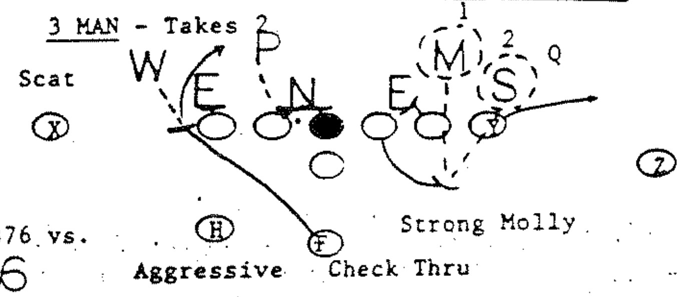
376 vs. 38

3 MAN



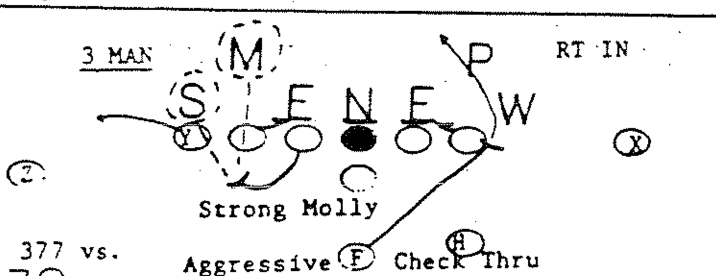
377 vs. 37

3 MAN - Takes 2



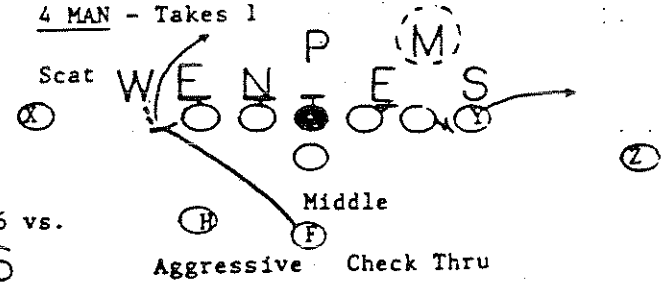
376 vs. 36

3 MAN



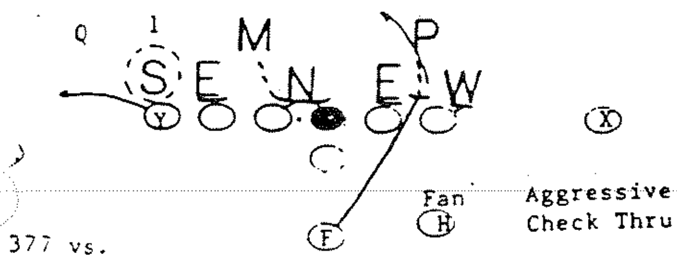
377 vs. 39

4 MAN - Takes 1



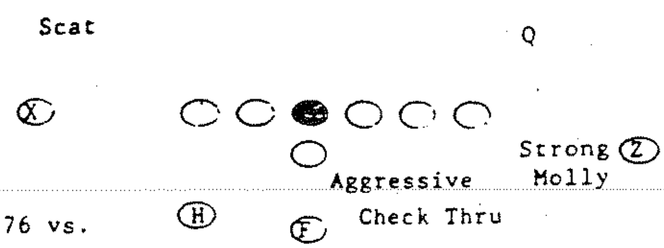
376 vs. 36

4 MAN - Takes 1 Center Uncovered



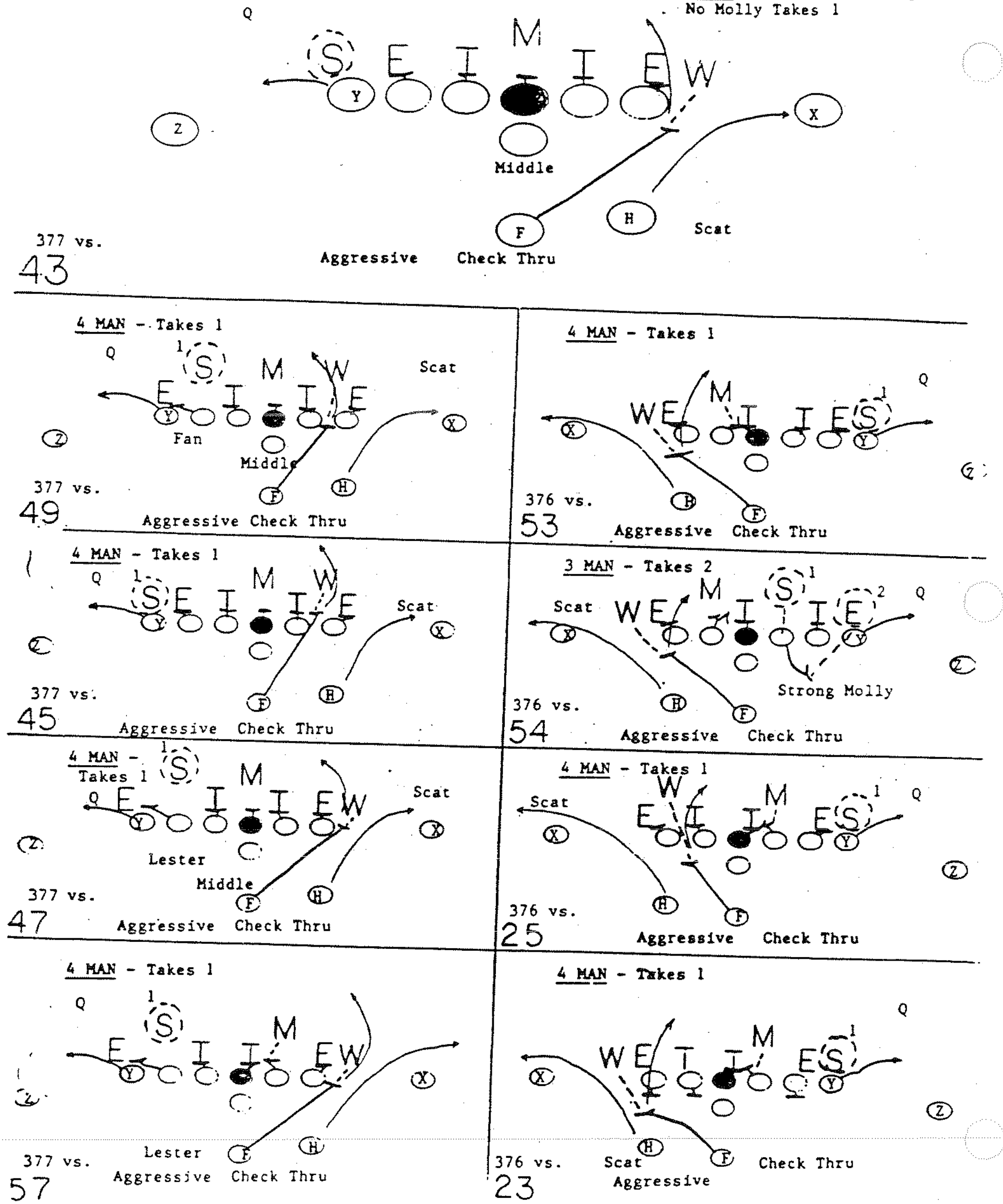
377 vs. 38

3 MAN



376 vs.

376-377 VS. 4 MAN FRONTS

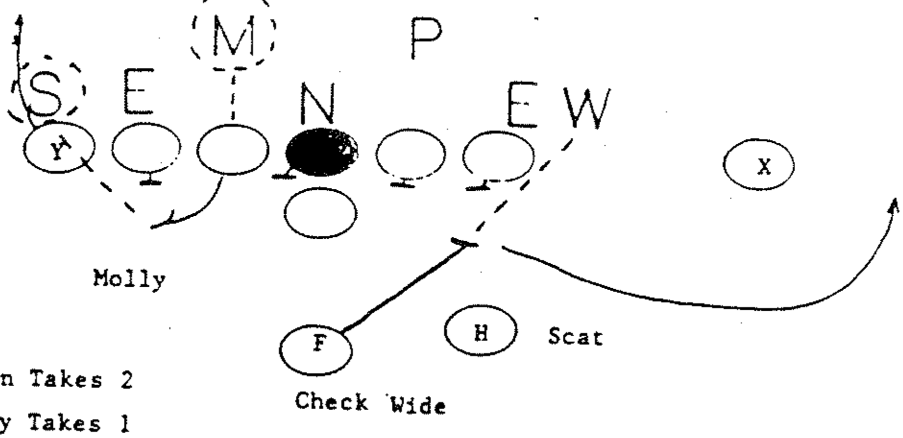


E

SHORT 76-77 VS. 3 MAN FRONTS

POSS CK 60-61
To Reduction

Make 3 MAN - 4 Man
Calls vs. Reductions



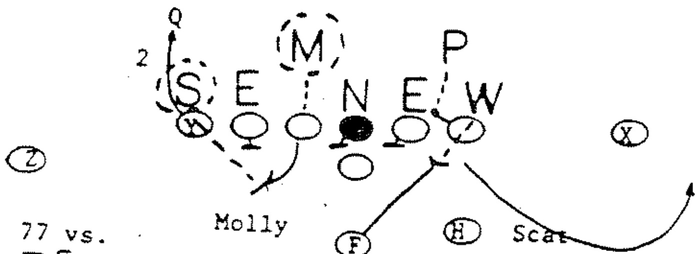
77 vs.
34

3 MAN = Molly on Takes 2

4 MAN = No Molly Takes 1

Or * Ck 61

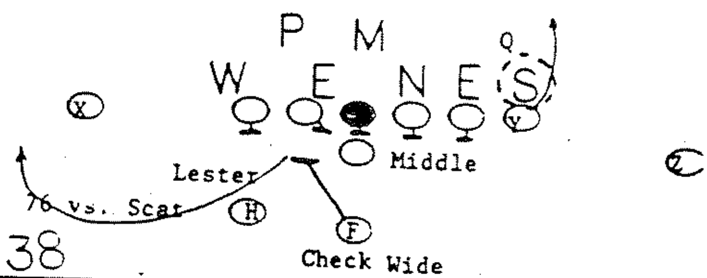
3 MAN - Takes 2



77 vs.
35

4 MAN

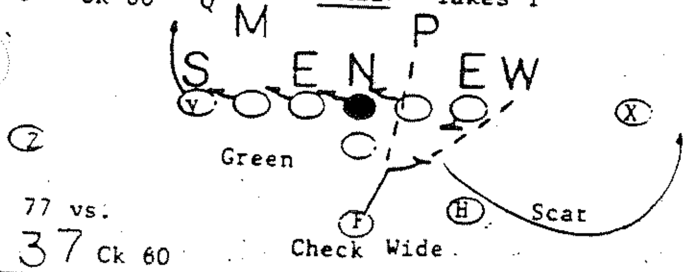
Center Uncovered Rule
Takes 1



38

'r * Ck 60

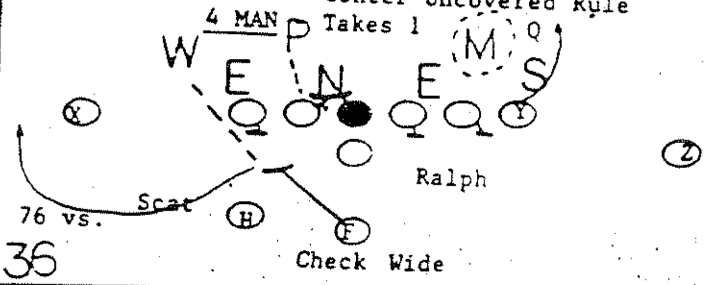
4 MAN - Takes 1



77 vs.
37 Ck 60

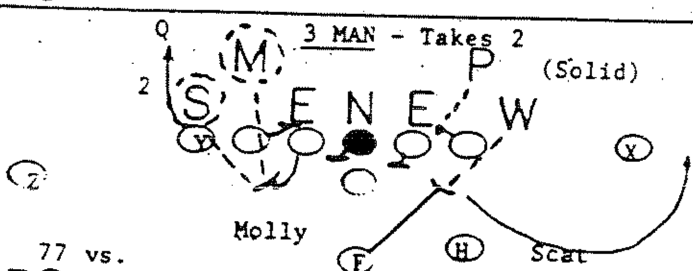
Center Uncovered Rule

4 MAN
Takes 1



76 vs.
36

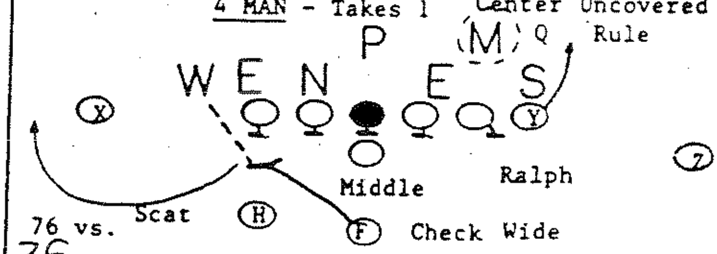
3 MAN - Takes 2



77 vs.
39 Molly
or Fan

4 MAN - Takes 1

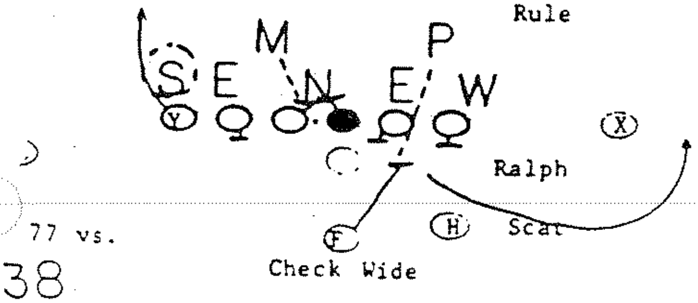
Center Uncovered
Rule



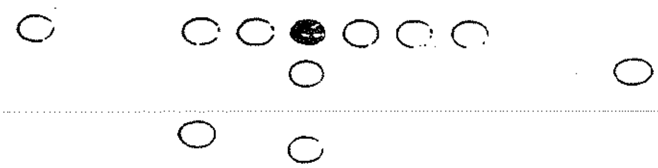
76 vs.
36

4 MAN - Takes 1

Center Uncovered
Rule



77 vs.
38

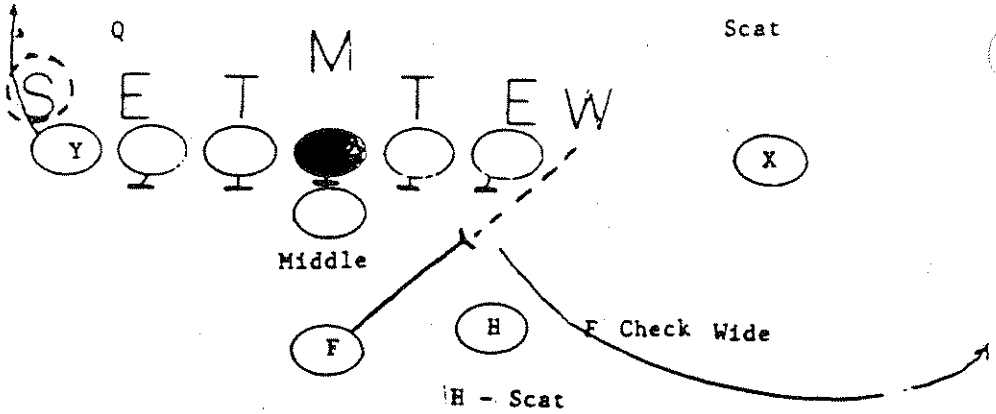


76-77 VS. 4 MAN FRONTS

Takes 1

*No Molly
Vs. Bubble
Look in
4 Man

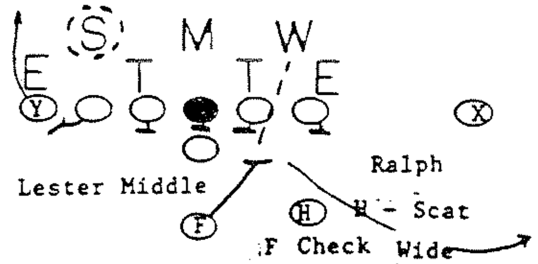
"4 MAN"



Poss. Ck. 60-61
to Reduction

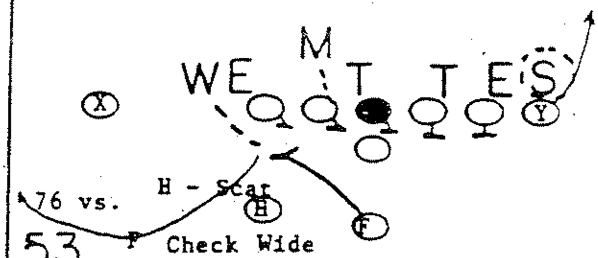
77 Vs.
43

4 MAN



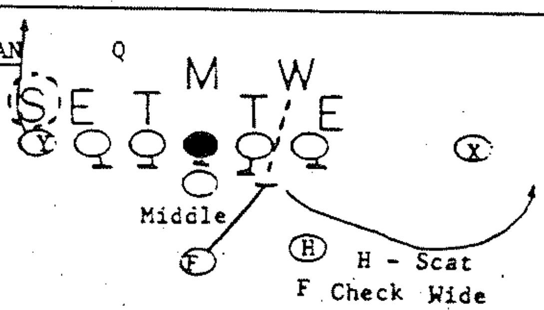
77 vs.
49

4 MAN OR *CK.61



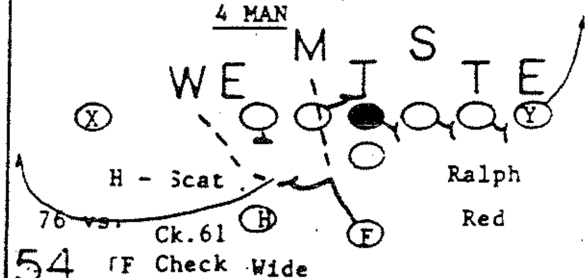
76 vs.
53

4 MAN



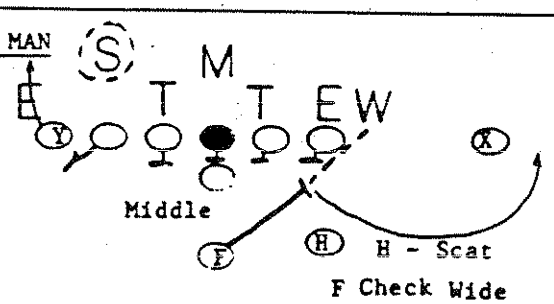
77 vs.
45

4 MAN



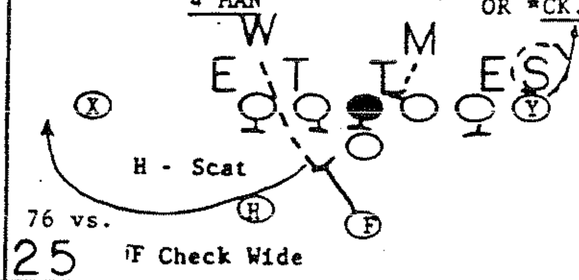
76 vs.
54

4 MAN



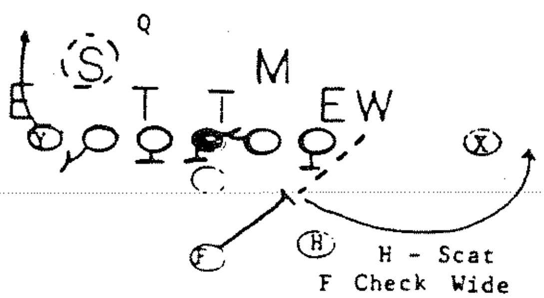
77 vs.
47

4 MAN OR *CK. 60



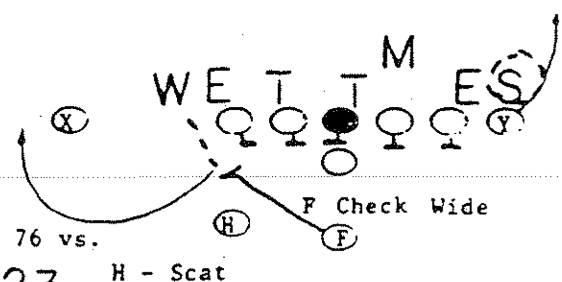
76 vs.
25

4 MAN OR *CK. 60



77 vs.
57

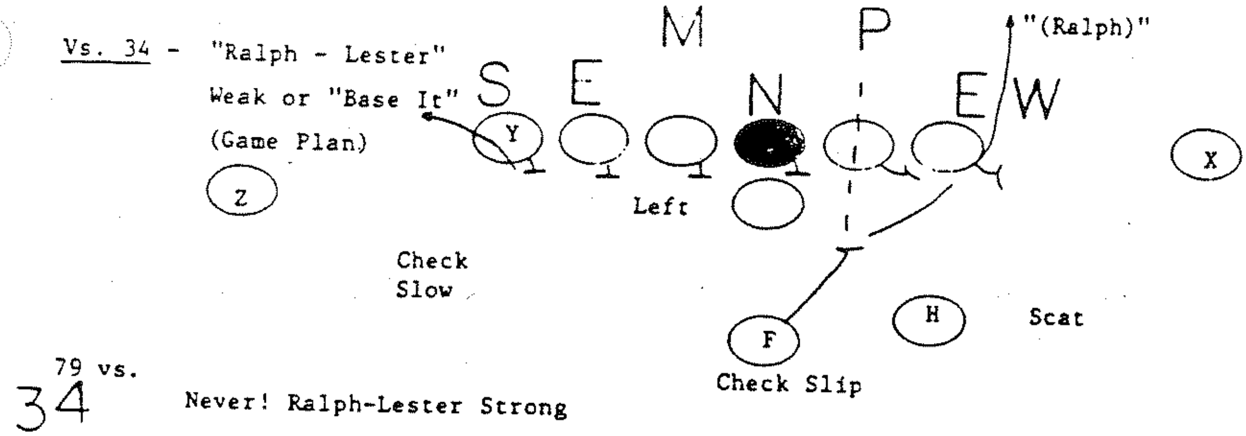
4 MAN OR *CK. 60

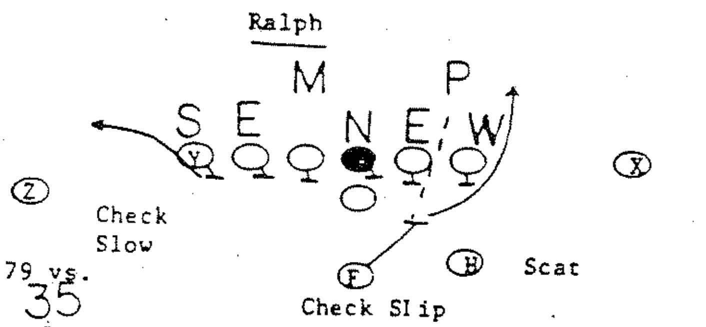


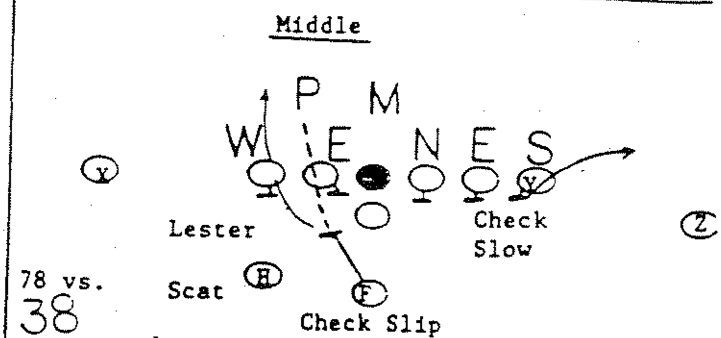
76 vs.
23

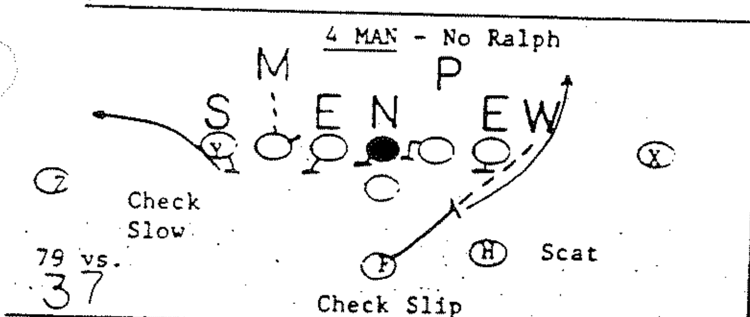
G

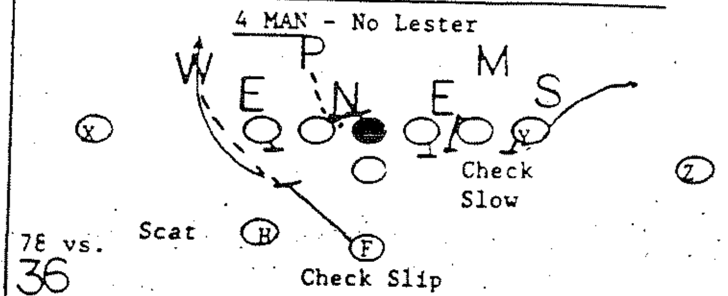
78 -79 VS. 3 MAN FRONTS

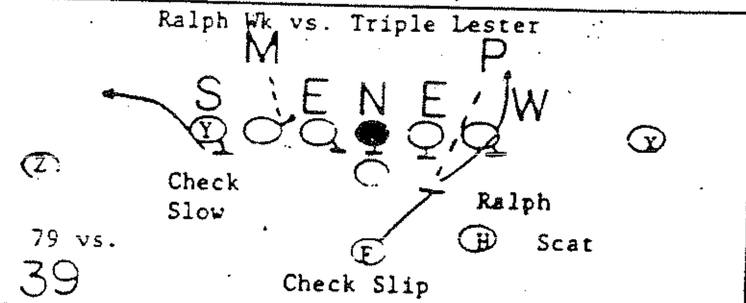


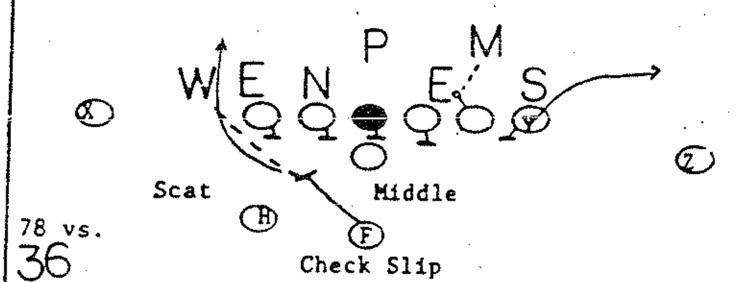


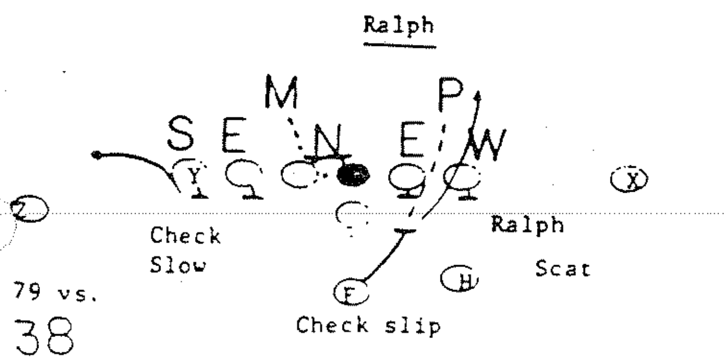


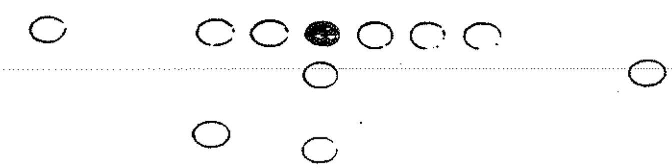




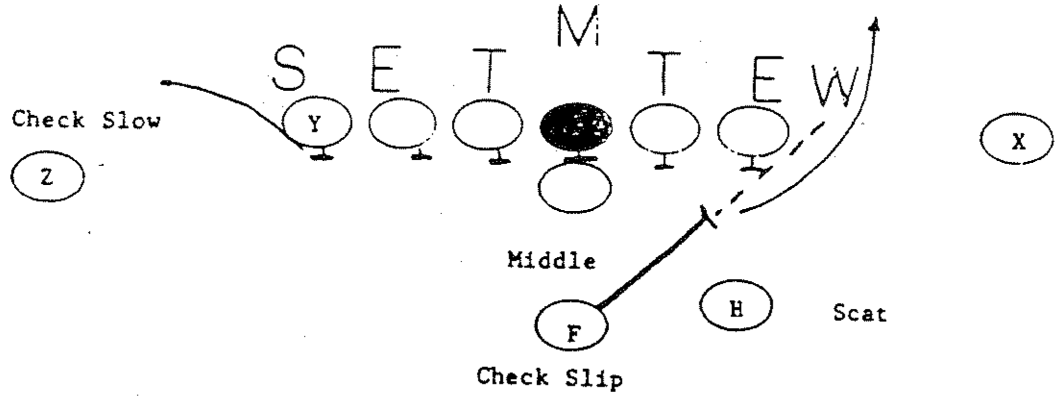




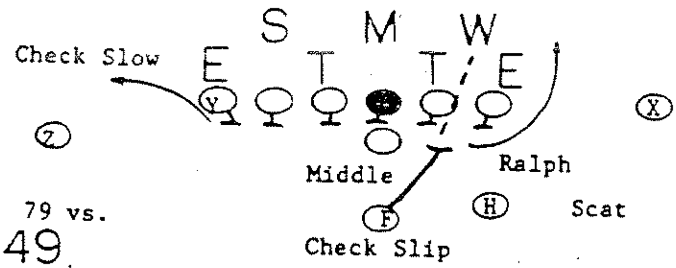




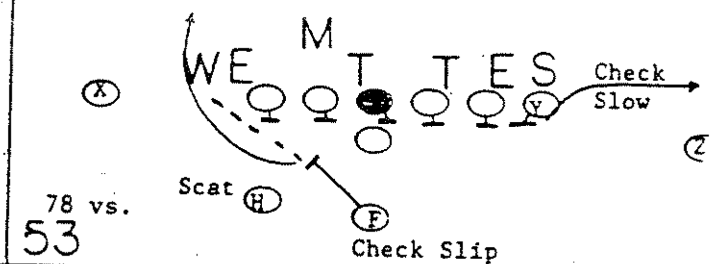
78 79 VS. 4 MAN FRONTS



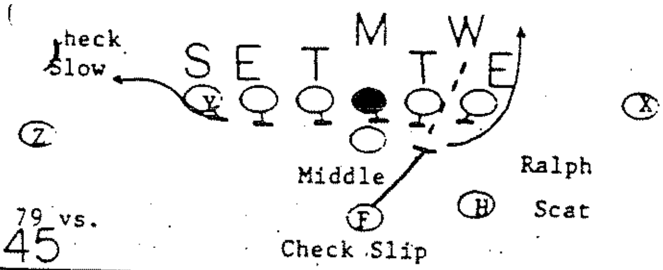
79 vs.
43



79 vs.
49

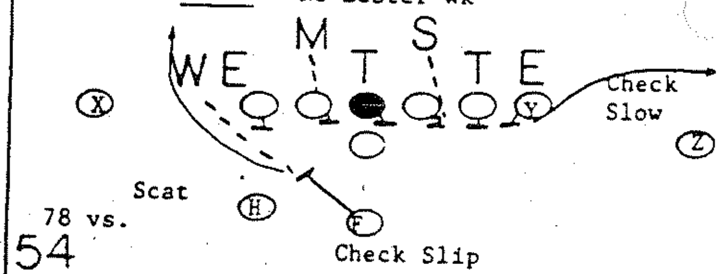


78 vs.
53

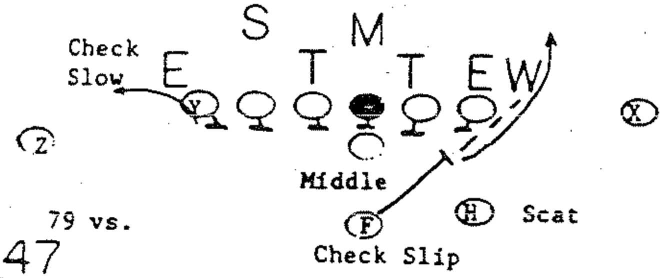


79 vs.
45

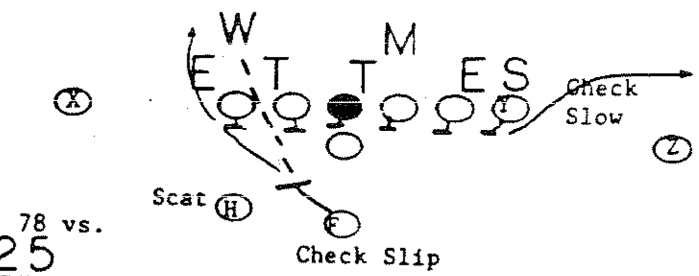
4 MAN - No Lester Wk



78 vs.
54



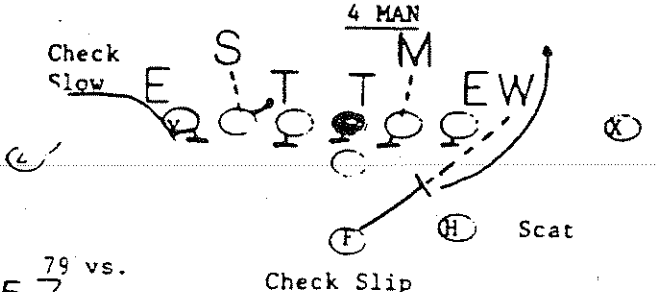
79 vs.
47



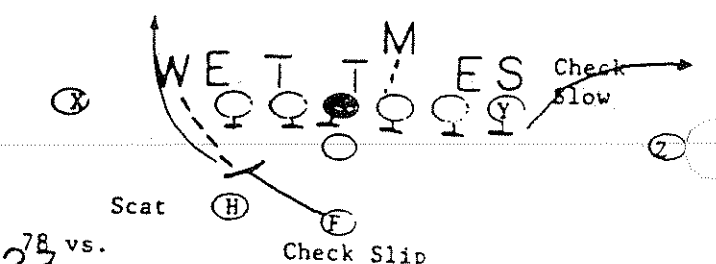
78 vs.
25

*No Wk Ralph-Lester vs. 57

4 MAN



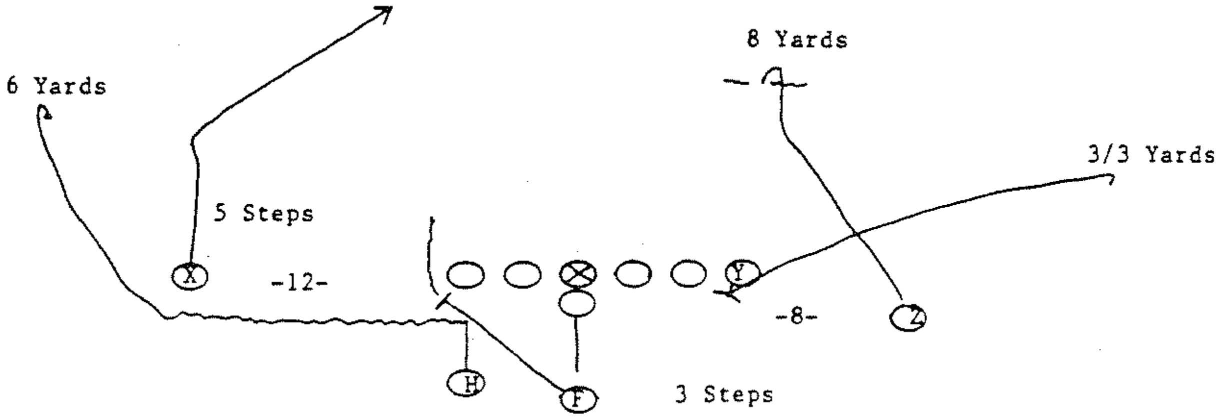
79 vs.
57



78 vs.
23

378 SLANT HITCH WEAK

Pro Right Hum Left



PROGRESSION

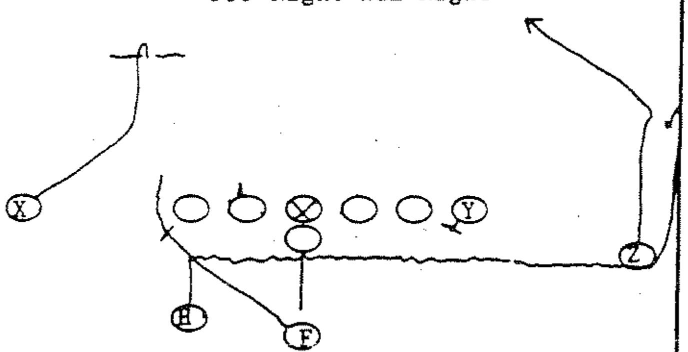
1) X Slant
2) HB Hitch
3) Z Get Open
4) Y Check Drag

*Audible

378 Slasher

378 SLANT HITCH STRONG

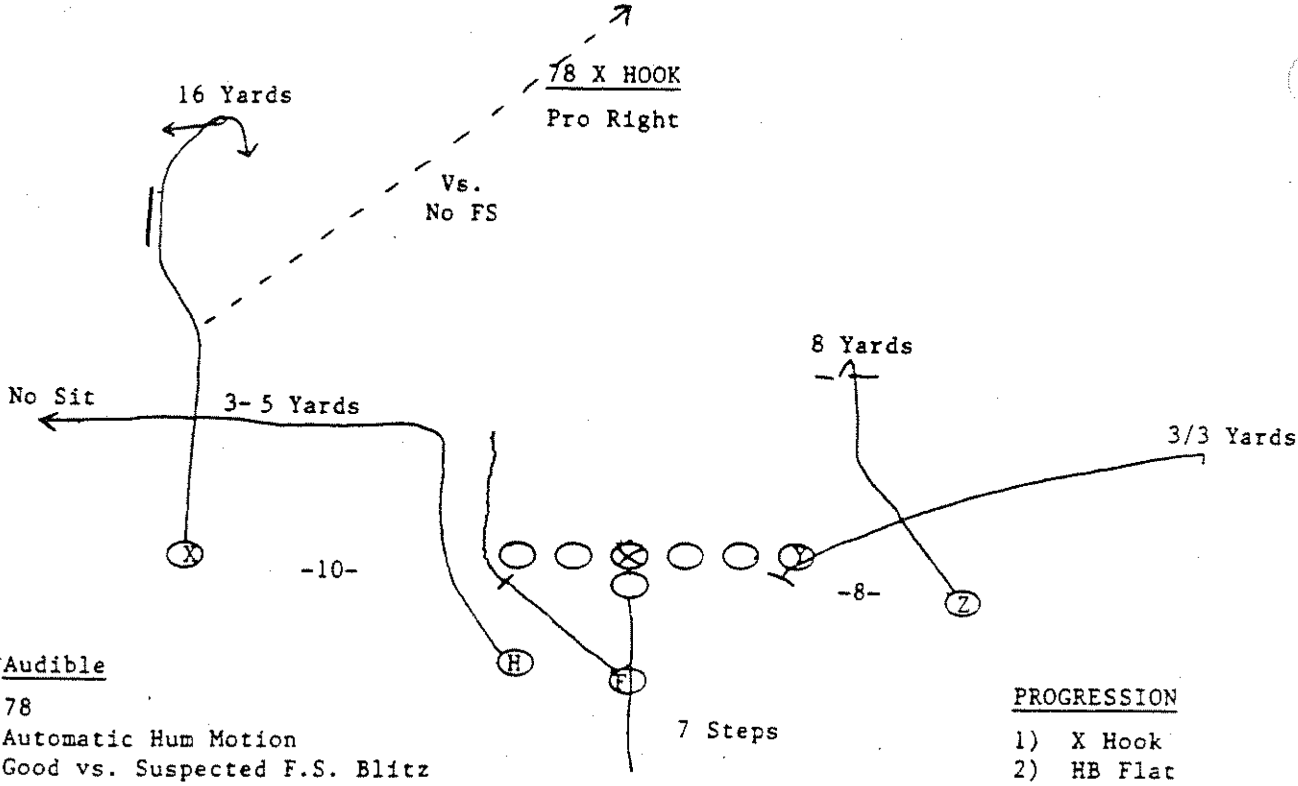
Pro Right Hum Right



NOTES:

78 X HOOK

Pro Right



*Audible

78

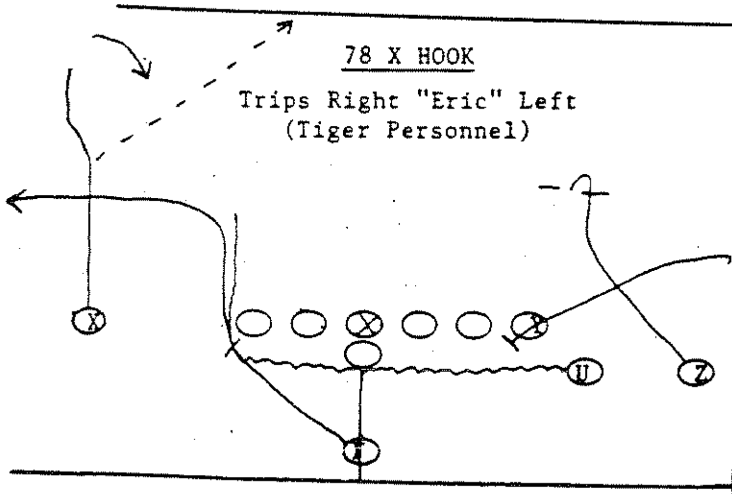
-Automatic Hum Motion
-Good vs. Suspected F.S. Blitz
-X has no Safety Blitz Adjustment when audibled

PROGRESSION

1) X Hook
2) HB Flat
3) FB Check Slip
4) Z Get Open
5) Y Check Drag

78 X HOOK

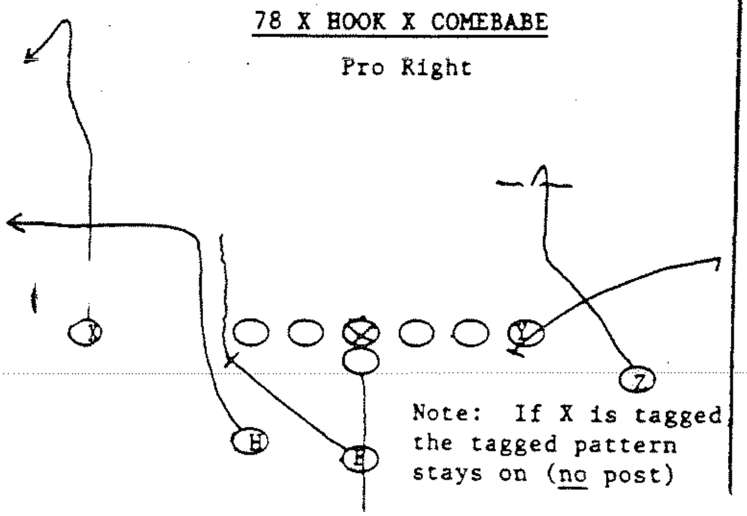
Trips Right "Eric" Left
(Tiger Personnel)



NOTES:

78 X HOOK X COMEBABE

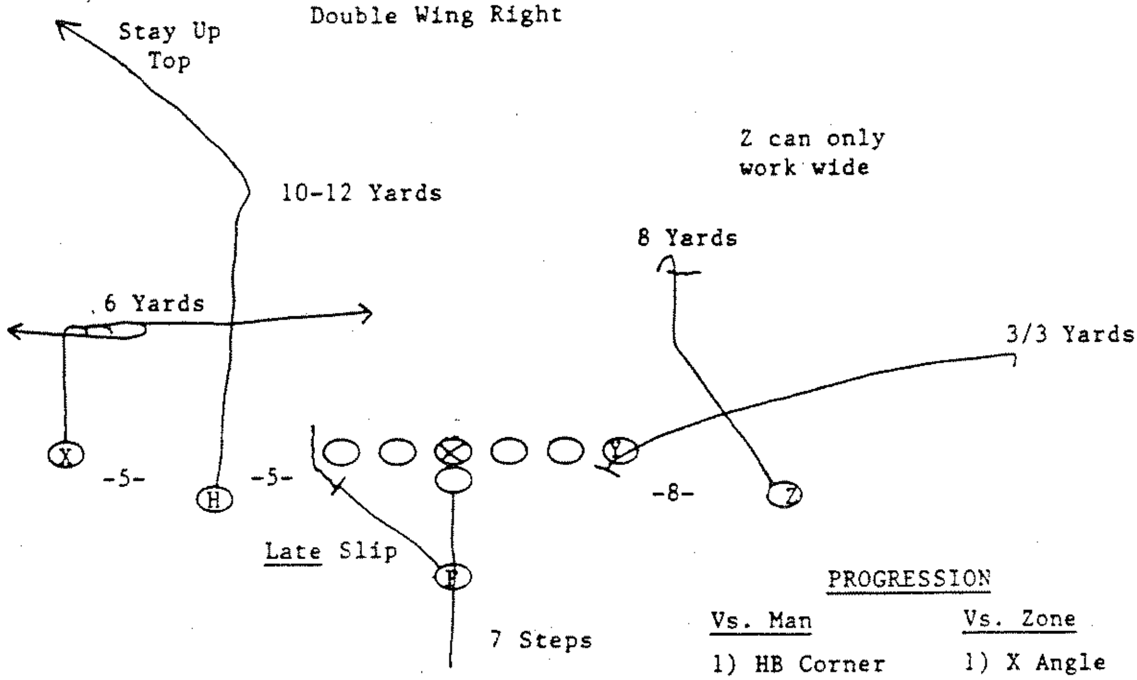
Pro Right



Note: If X is tagged the tagged pattern stays on (no post)

78 X ANGLE

Double Wing Right



PROGRESSION

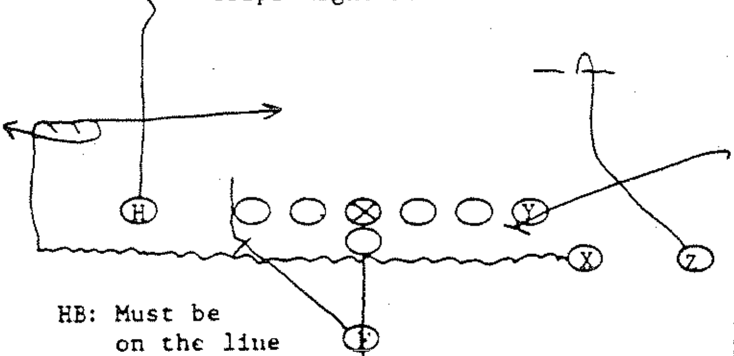
Vs. Man	Vs. Zone
1) HB Corner	1) X Angle
2) X Angle	2) Z Get Open
3) Z Get Open	3) Y Ck. Drag
4) Y Check Drag	

*Audible

78 Angle Exit

78 X ANGLE

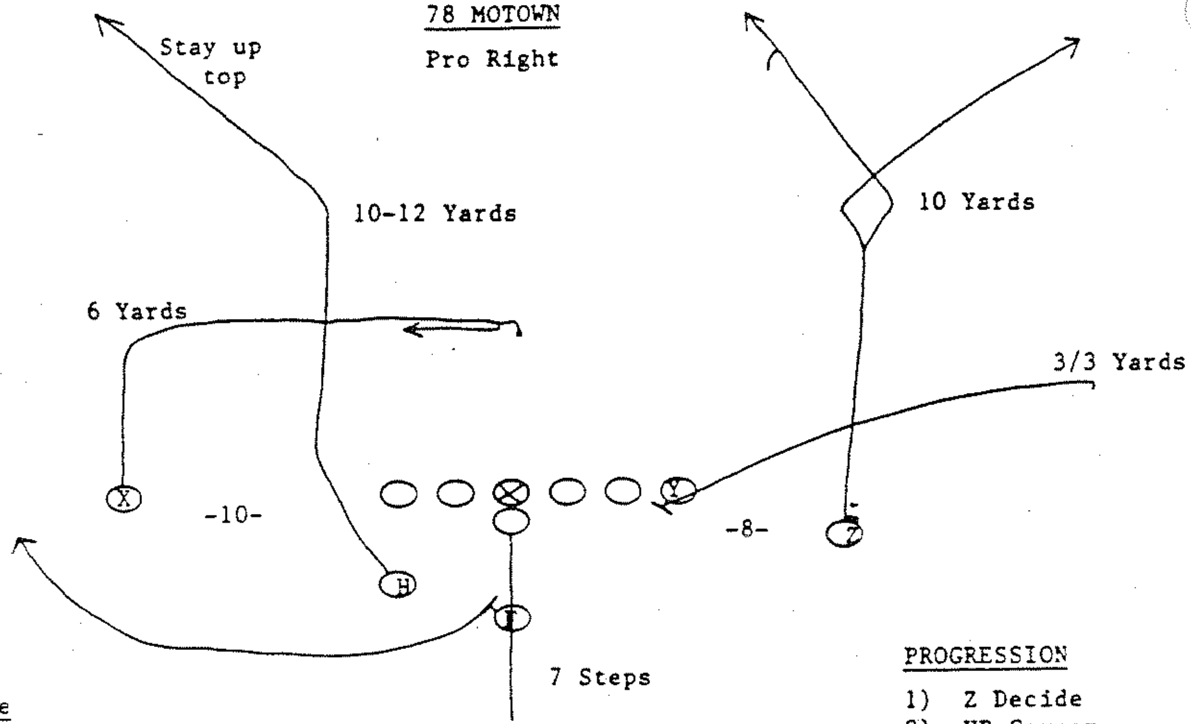
Trips Right Box X Left



NOTES:

78 MOTOWN

Pro Right



*Audible

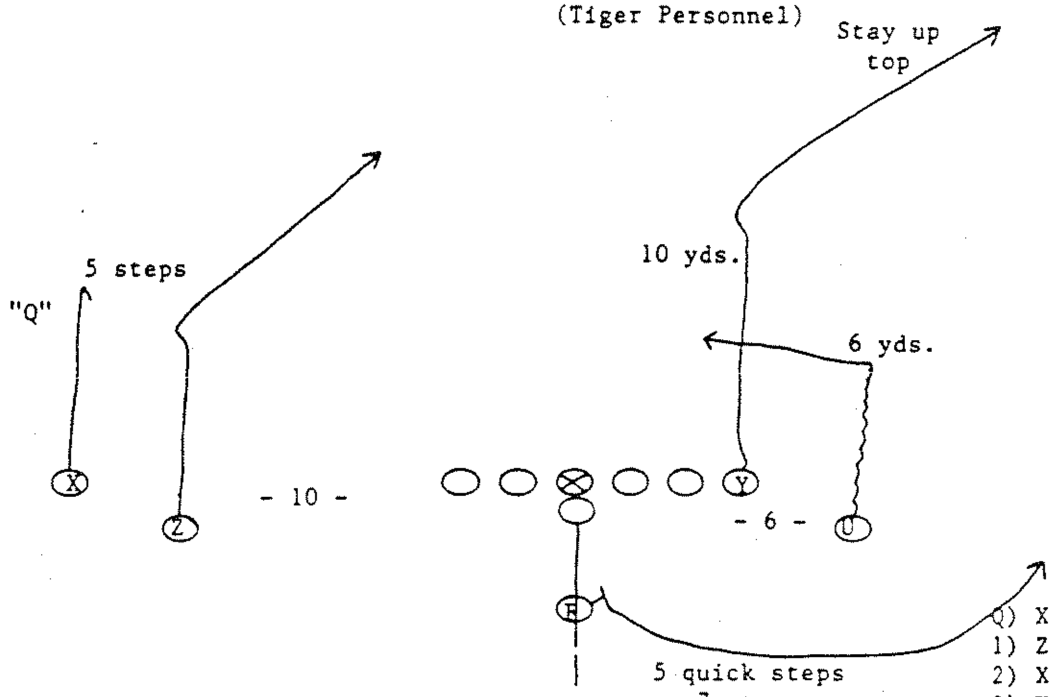
78 Motown

PROGRESSION

1) Z Decide
2) HB Corner
3) X Drive
4) FB Check Flat

NOTES:

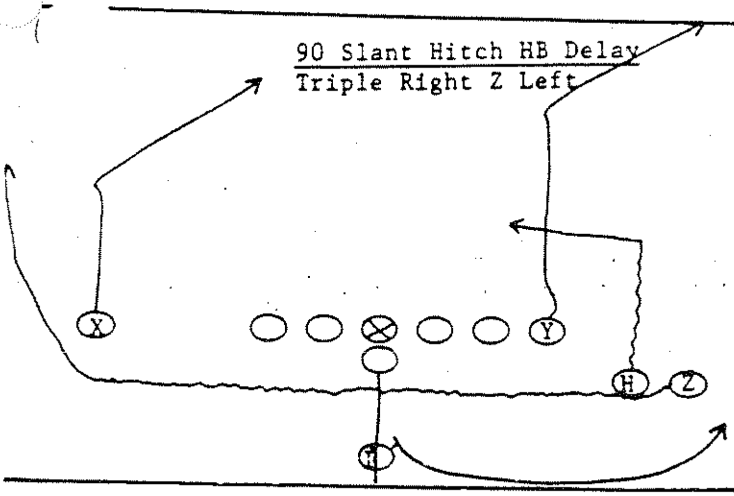
90 Slant Hitch U Delay
Trips Right Flip
(Tiger Personnel)



*Audible
90 Slasher

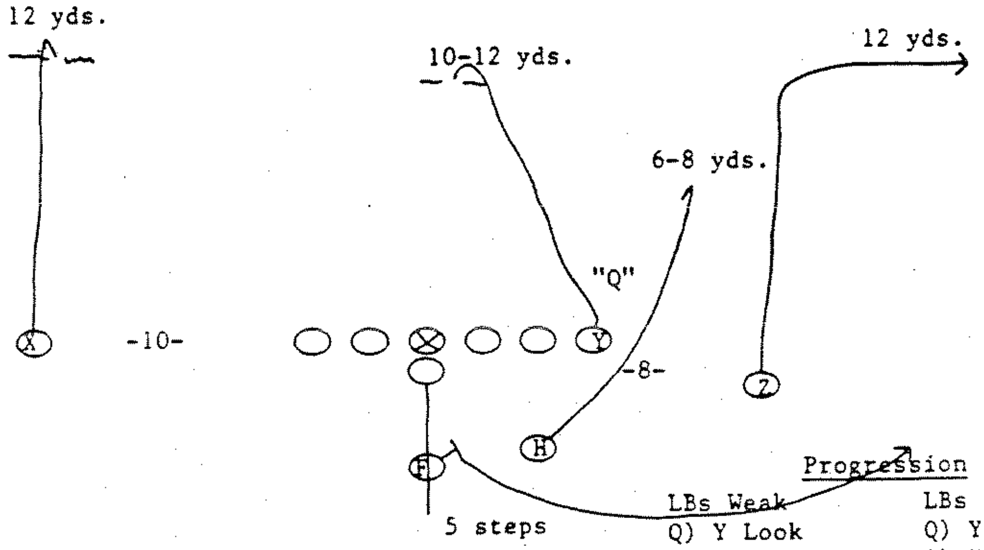
Progression
Q) X Hitch
1) Z Slant
2) X Hitch
3) Y Corner (vs. Mar
4) U Delay
5) 5 Check wide

90 Slant Hitch HB Delay
Triple Right Z Left



NOTES:
"Y" still responsible for "Break-off" vs. two guys.

Short 90 X Caliber
Strong Right



Note: QB key LBs
drop on 1st step

Progression

LBs Weak	LBs Strong
Q) Y Look	Q) Y Look
1) Z Out	1) X Pivot
2) HB Stop	2) Y Pivot
3) Y Pivot	3) HB Stop
4) FB Check Wide	4) FB Check Wi

*Audible
Short 90 Excaliber

NOTES:
QB - Pick "A" side in Drop

RUN ACTION PASS

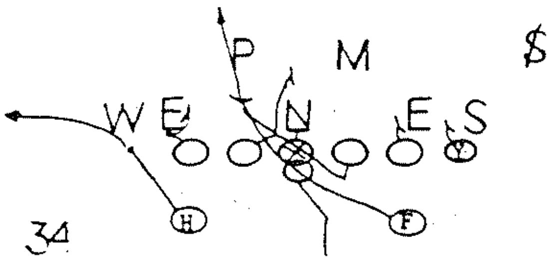
A

PEPPER 12-13 TRAP

Block the play.

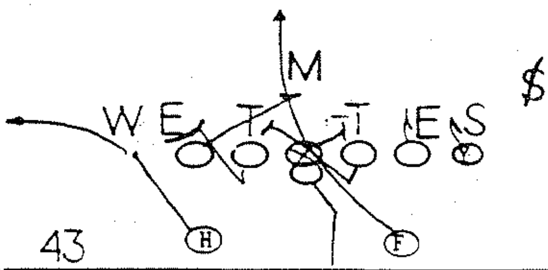
HB - Bluff the EMOL to a Flat Route.

FB - Execute 12-13 Trap 5 yards thru the L.O.S.

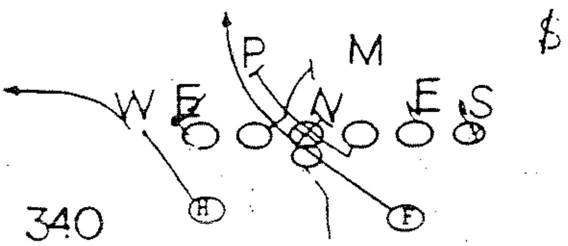


34

"Club"

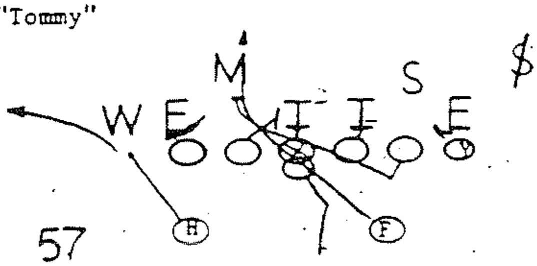


43

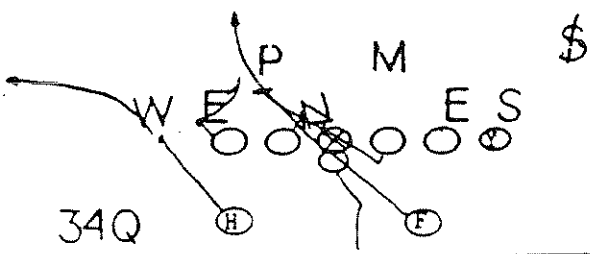


340

"Tommy"

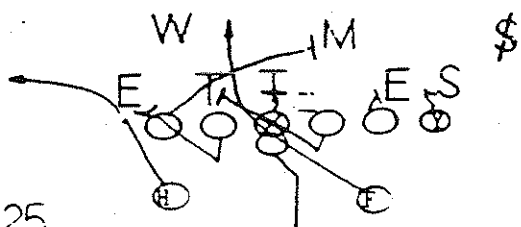


57



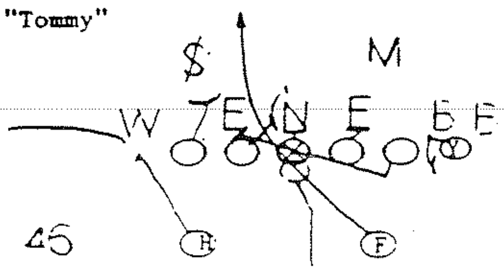
34Q

"Club"



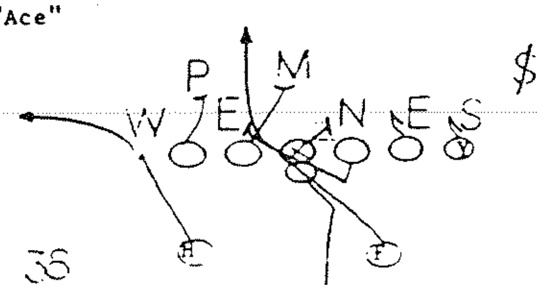
25

"Tommy"



45

"Ace"



35

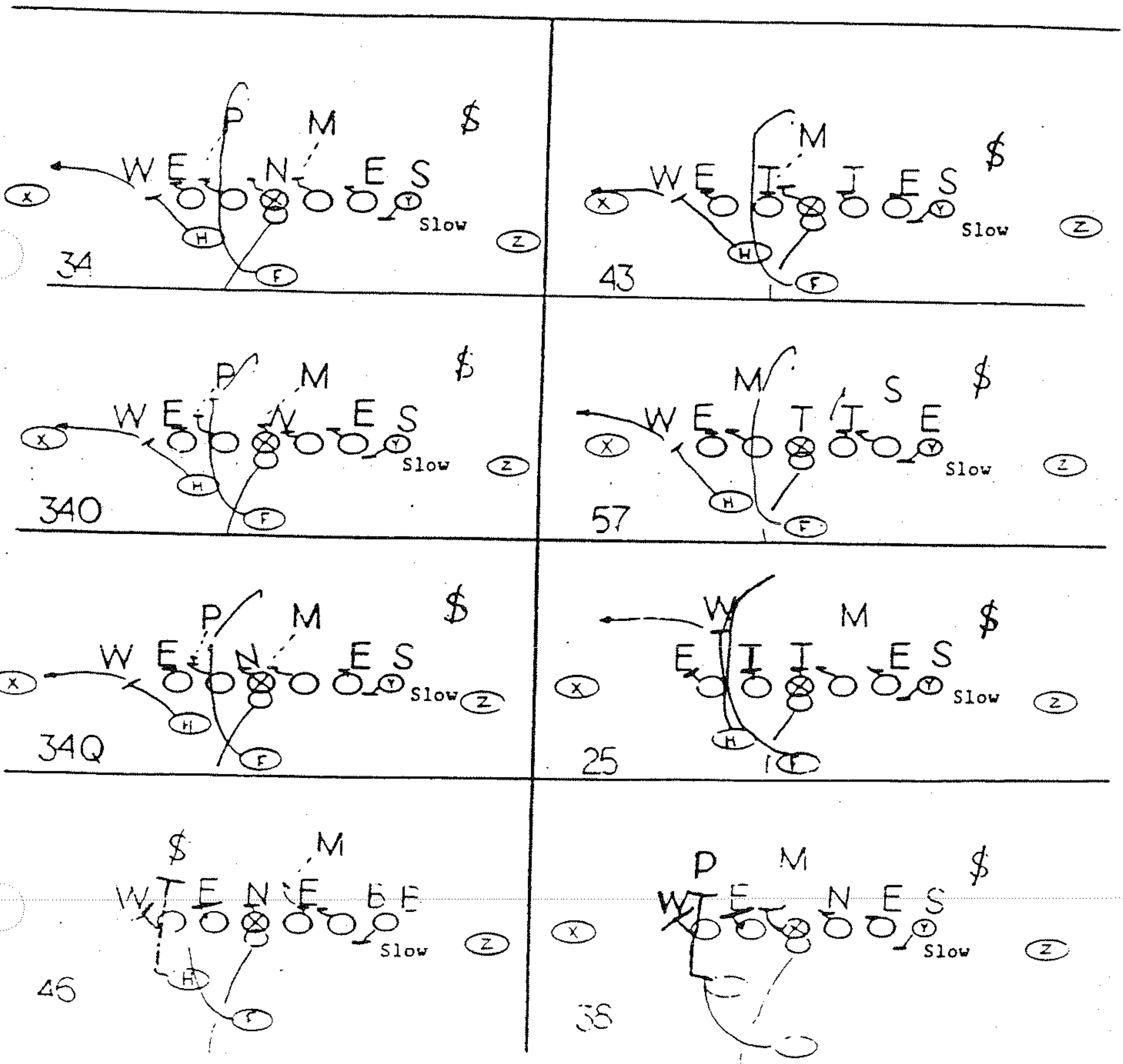
O. Line - Execute 16-17

HB - Block EMOL. Alert possible Fan.

FB - Great Fake 16-17 Action - Thru Route (Sell the Run).

QB - Execute 16-17 Action.

BACKS
STAGGER
ALIGNMENT



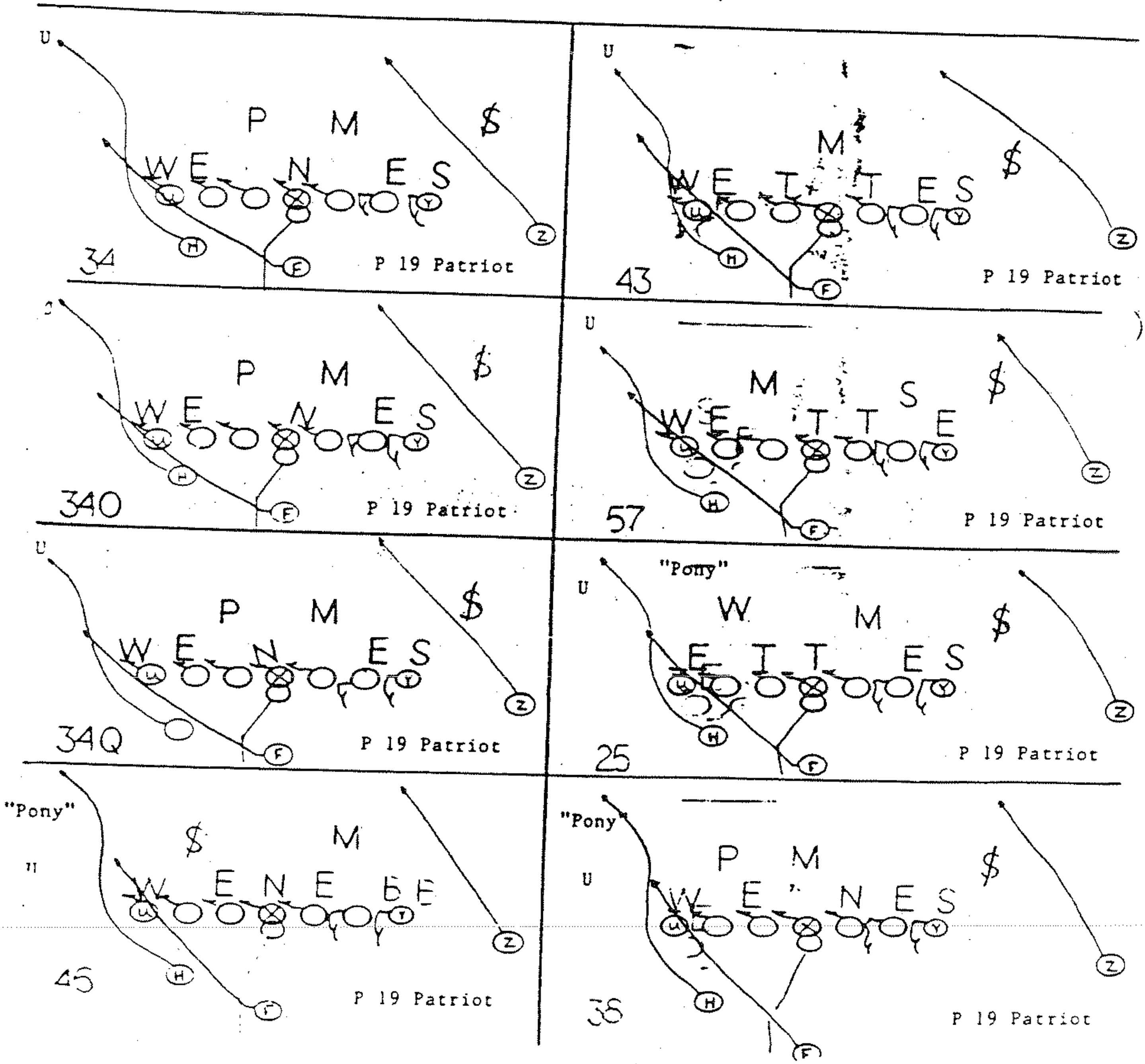
C

PEPPER 18-19 PATRIOT (U or W)

O-Line Block 18-19

HB - Avoid Boss Block to Corner Route

FB - Execute 18-19 (Alert Tuff Corner) Great Fake.

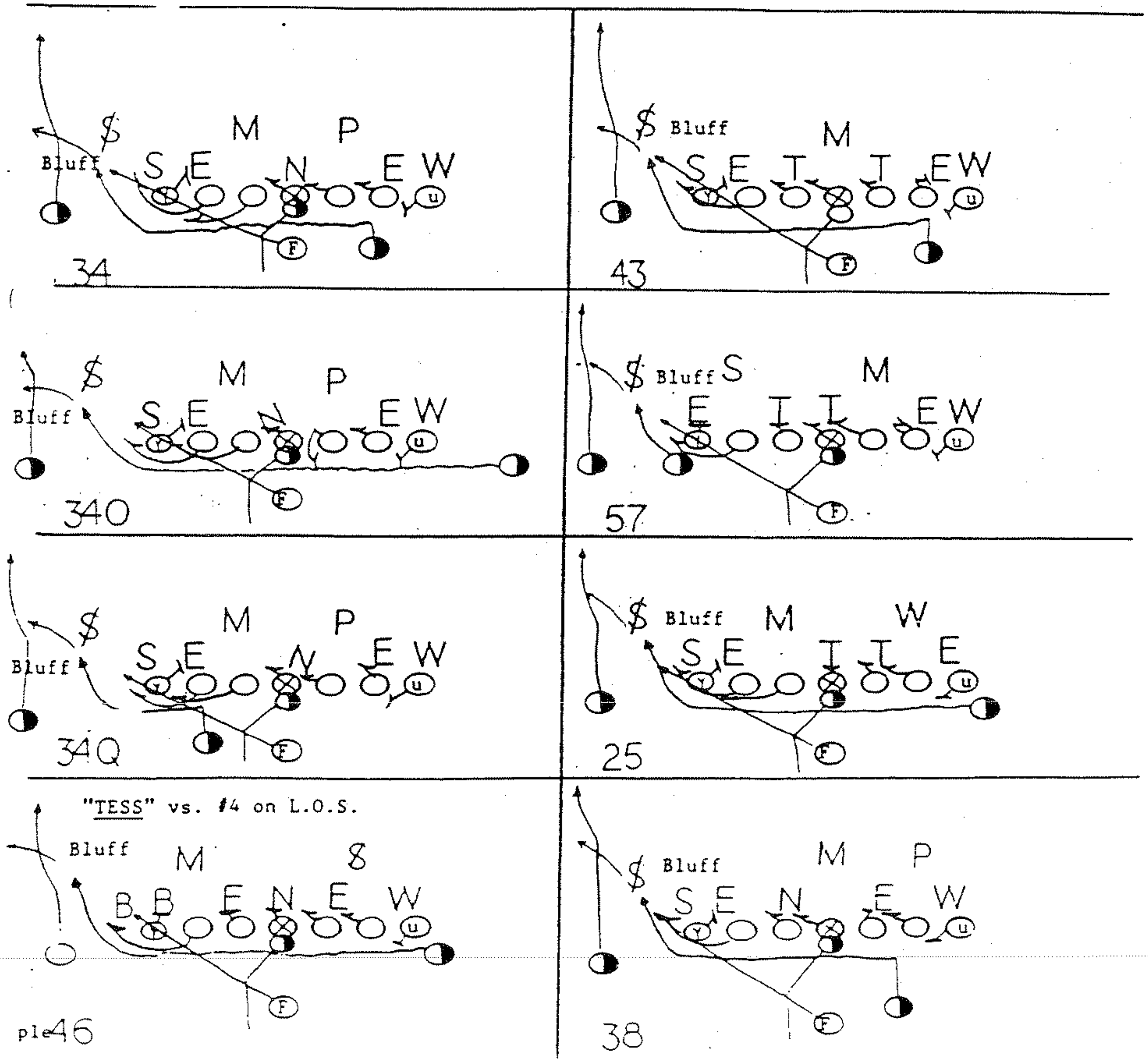


O. Line - Execute 28-29 B Boss

HB - Bluff the force -- Lazy Corner

FB - Execute 28-29 B Boss Action (Sell the Run)

QB - Execute 28-29 B Boss Action

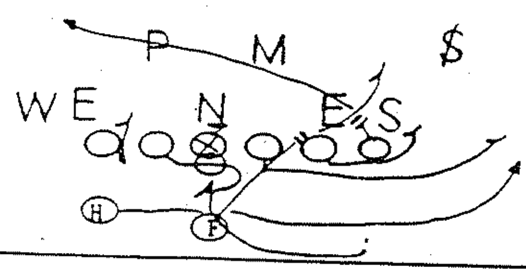


PEPPER 28-29 B GRACE Y HIDE

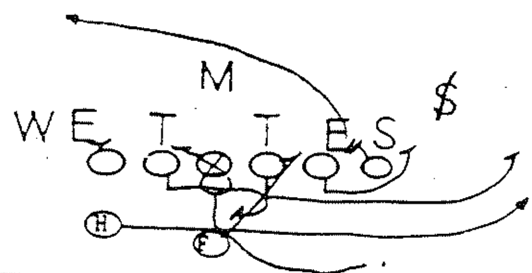
Block the play.

FB - Secure the "B" Gap to the LB....

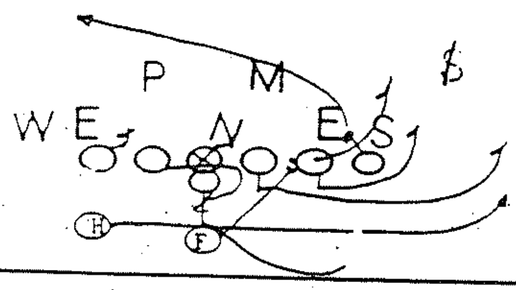
HB - Execute HB Grace....Great Fake.



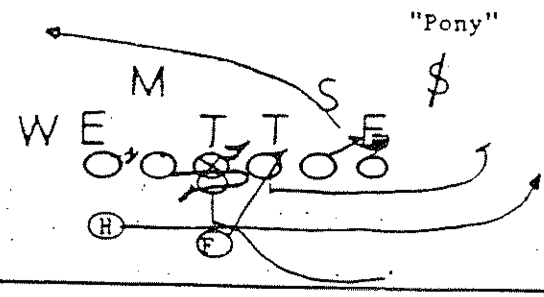
34



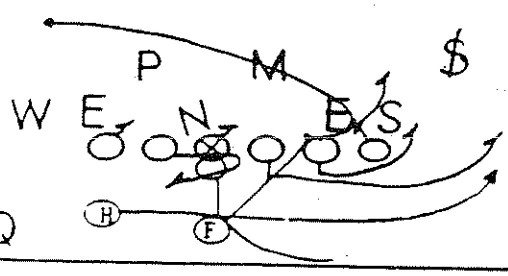
43



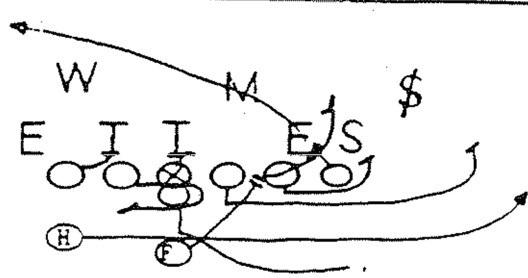
340



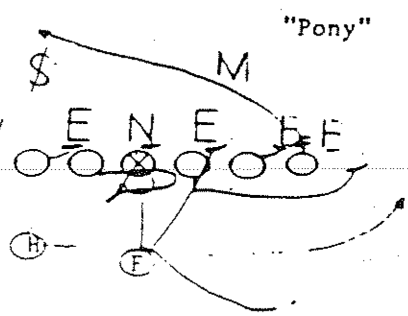
57



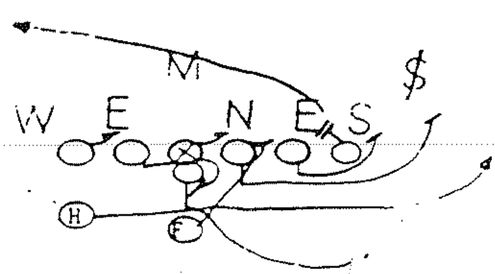
34Q



25



45



35

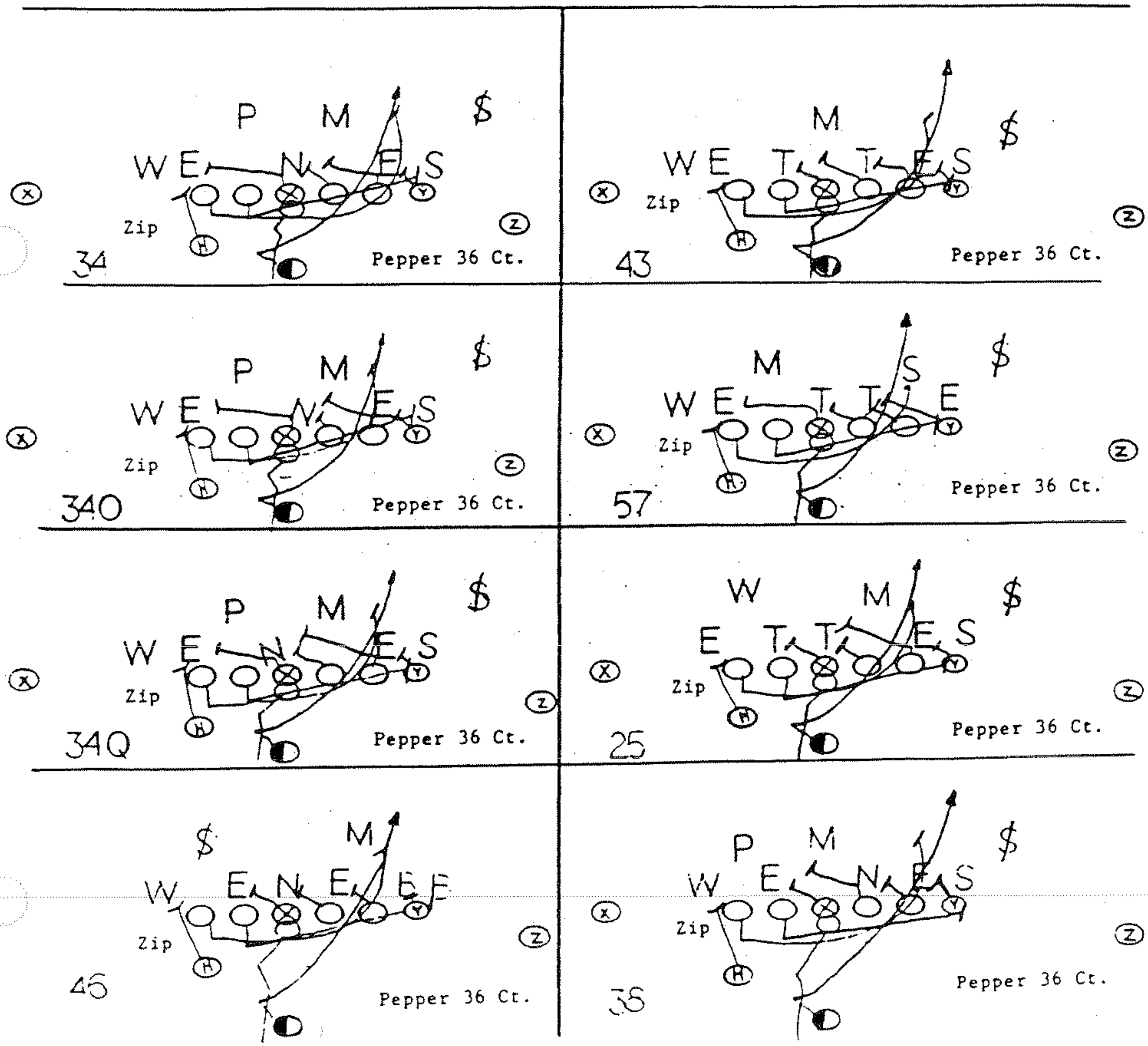
PEPPER 36-37 COUNTER

F

QB - Counter action to a drop back set.

HB - Block Zip Area.

FB - Great Counter Fake thru the L.O.S. (5 yards)



CHILI 18-19

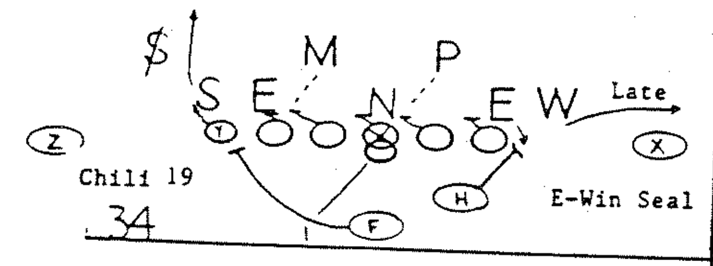
O Line - Execute 18-19 Mike

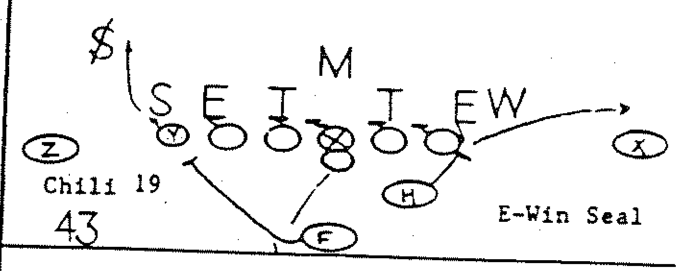
HB - Block the first defender that shows outside the backside Tackle.

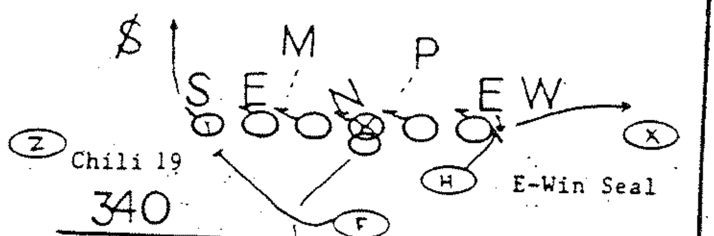
FB - Execute 18-19 Action - Block the SLB'er

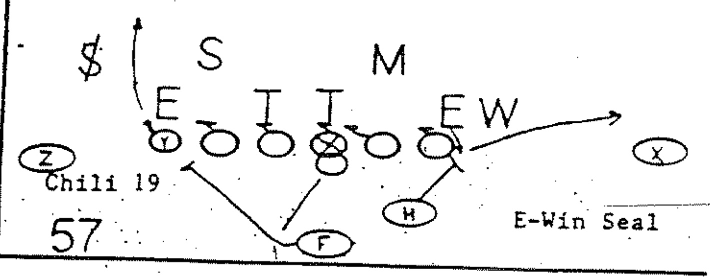
QB - Execute 18-19 Mike Action

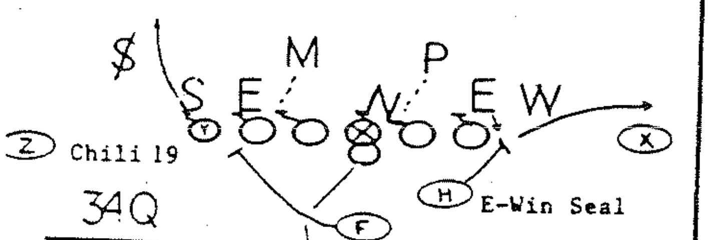
BACKS STAGGER ALIGNMENT

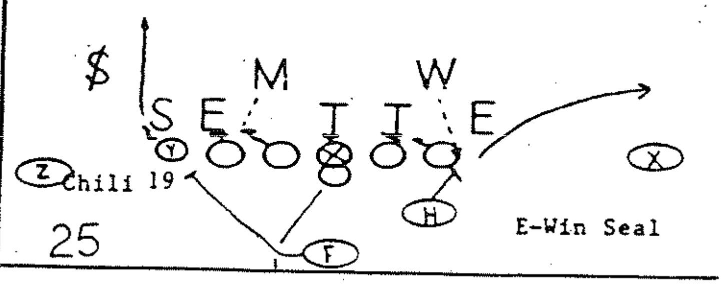


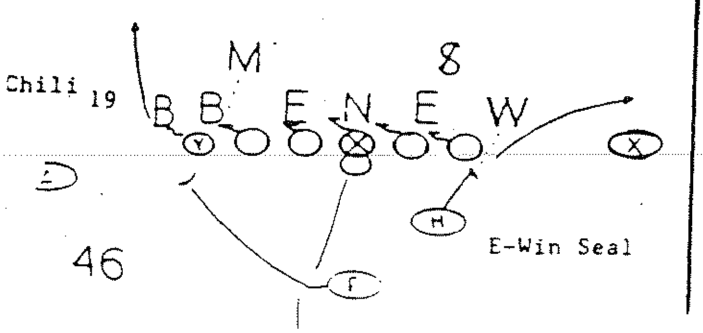


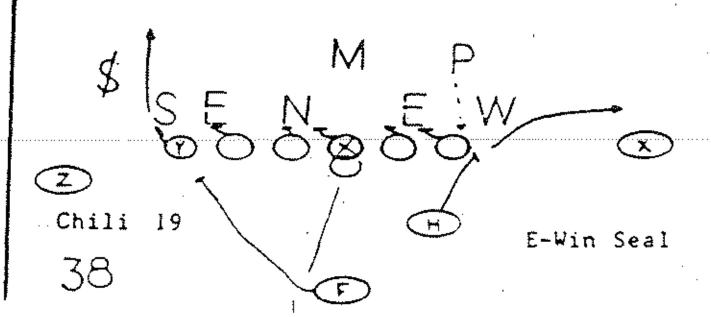






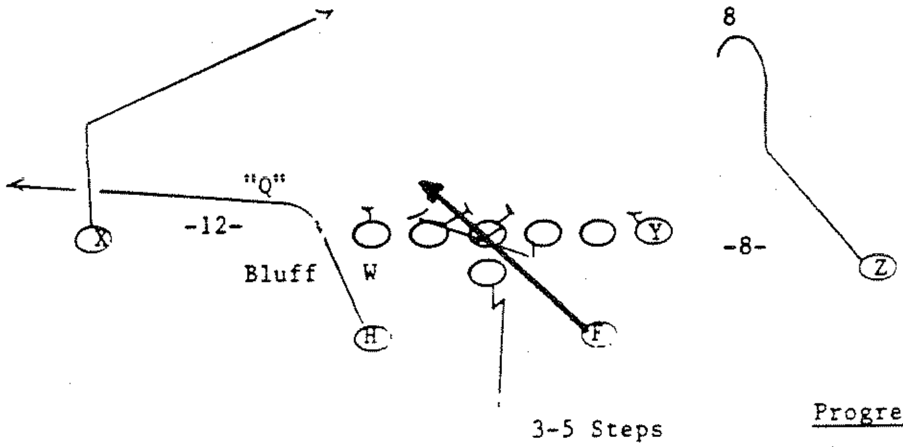






PEPPER 13 (12) TRAP X SLANT

Split Right



Note: W Backer not blocked

Run Action Pass

Everyone Block 13 (12) Trap
Sell the Run.

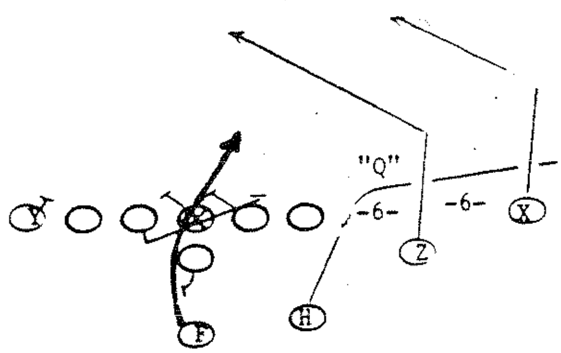
Progression

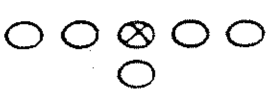
Q) HB Flat
1) X Slant
2) HB Flat
3) Z Get Open



PEPPER 32 (33) TRAP FLIP SLANT

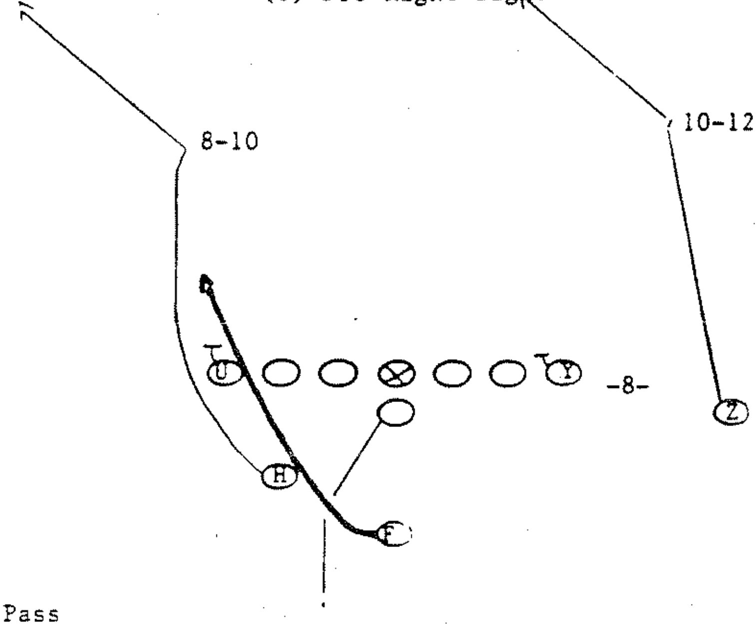
Pro Left Flip





PEPPER 19 (18) PATRIOT

(U) Pro Right Tight



Run Action Pass

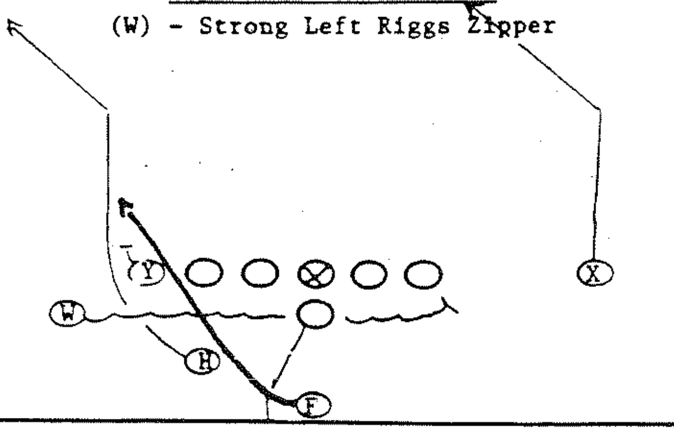
Everyone Block 19 (18).
Sell the run.

Progression

1) HB Corner
2) Z Post

PEPPER 19 (18) PATRIOT

(W) - Strong Left Riggs Zipper

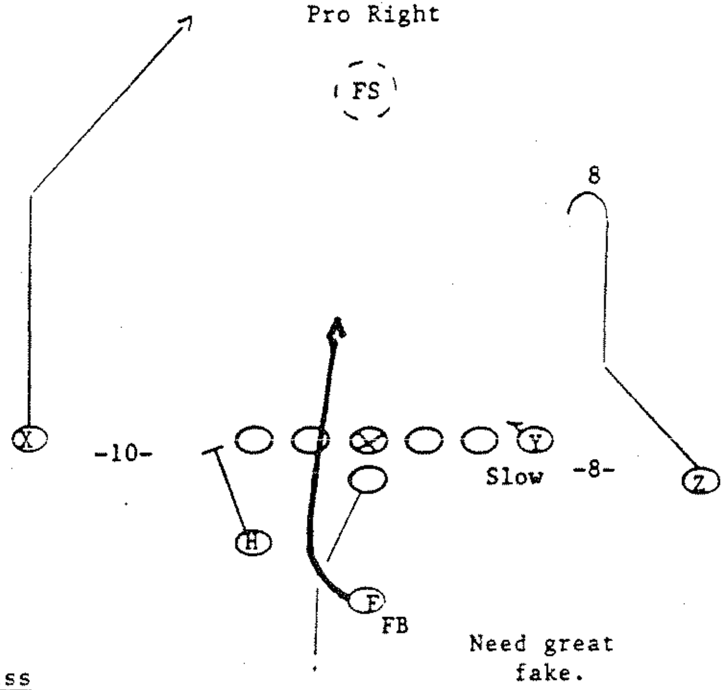






PEPPER 17 (16) CALL X POST

Pro Right



Need great fake.

Run Action Pass

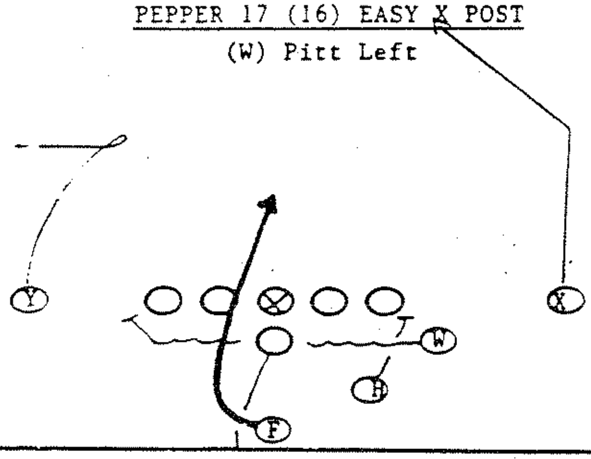
Everyone block 17 (16) call
Sell the run.

Progression

1) X Post
2) Z Get Open

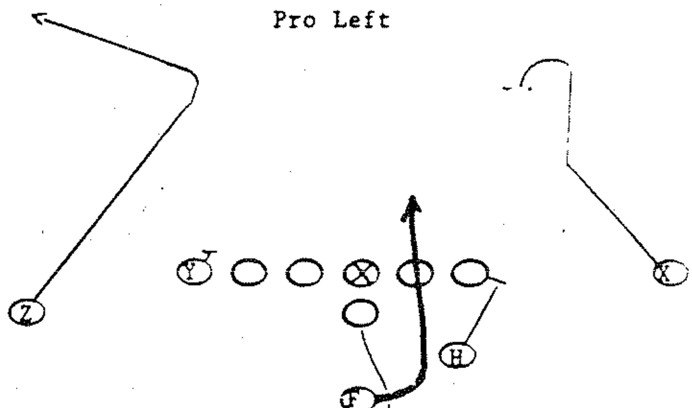
PEPPER 17 (16) EASY X POST

(W) Pitt Left



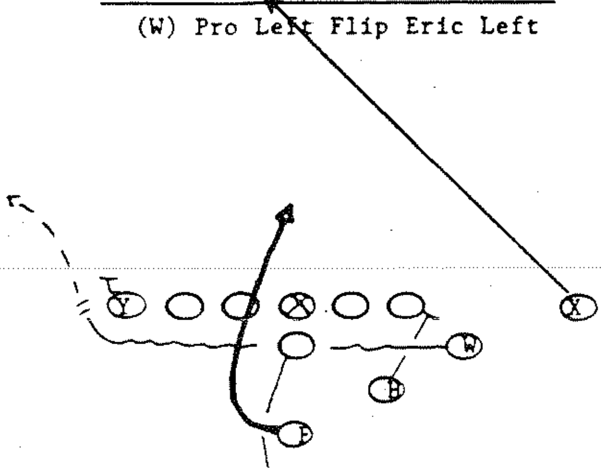
PEPPER 16 (17) CALL Z HAIRPIN

Pro Left



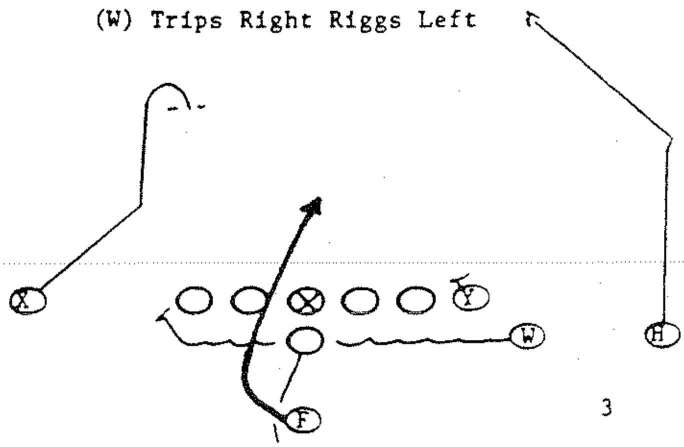
PEPPER 17 (16) MIKE X TAKE OFF

(W) Pro Left Flip Eric Left



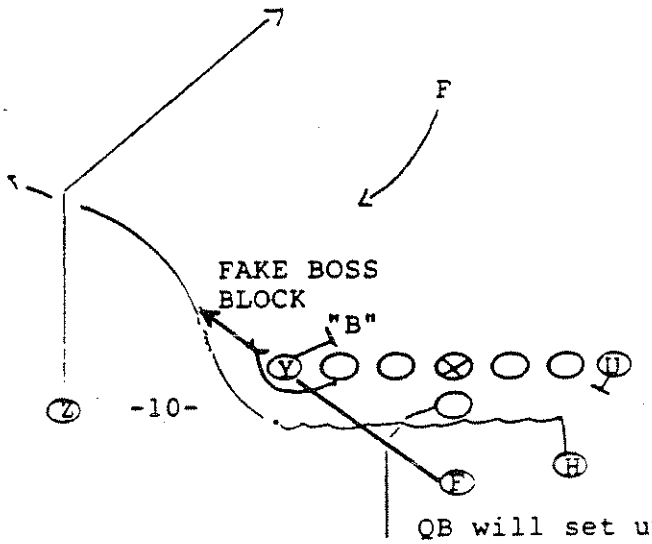
PEPPER 17 (16) KICK HB POST

(W) Trips Right Riggs Left



PEPPER 29 B. BOSS Z POST

(U) Pro Left Tight Hum Left



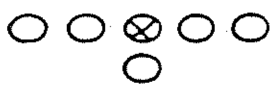
PROGRESSION

1) Z Post
2) HB Fan Out

RUN ACTION PASS

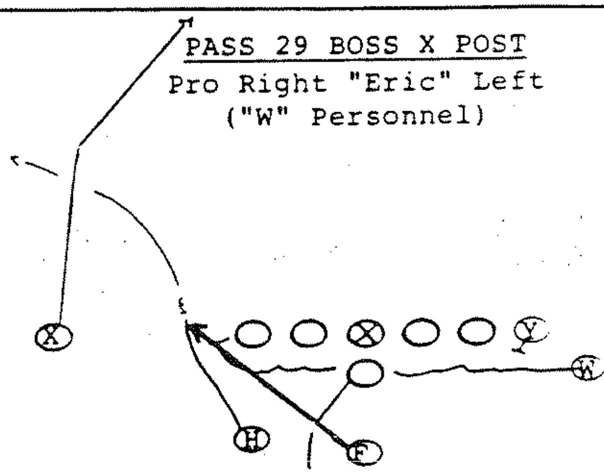
Everyone Block
29(28) B Boss
Sell the run

Can also be called with
18-19 Action by backs



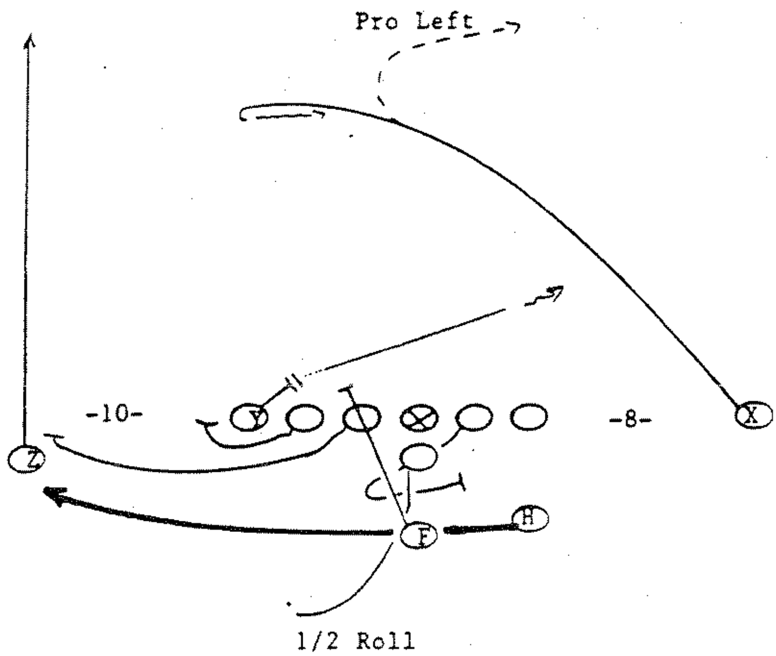
PASS 29 BOSS X POST

Pro Right "Eric" Left
("W" Personnel)





PEPPER 29 (28) GRACE Y HIDE

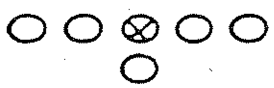


Run Action

Everyone Block 29 (28) B Grace
Sell the run.

Progression

1) Y Hide
2) X Slide

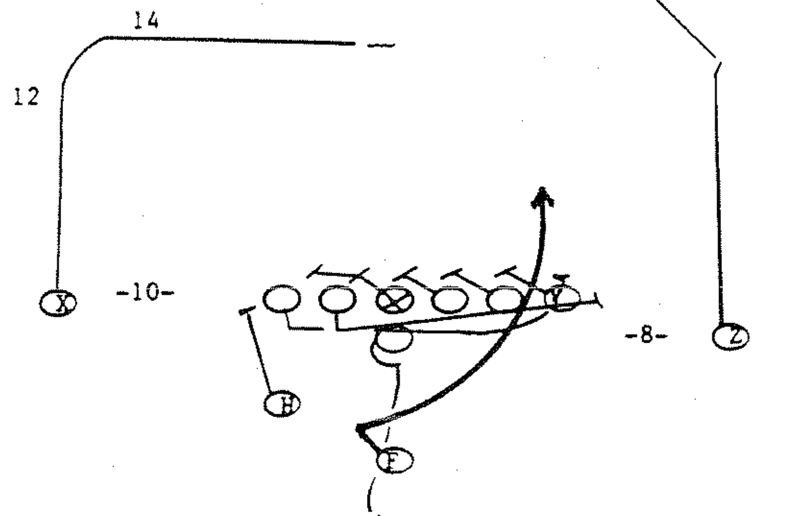






PEPPER 36 (37) COUNTER X CROSS

Pro Right



Run Action

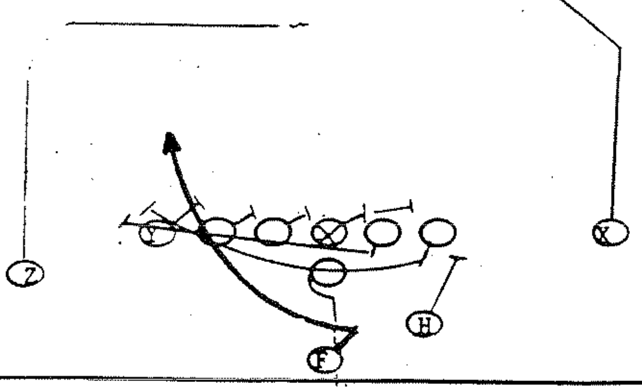
Everyone Block 36 (37) Counter
Sell the run.

Progression

1) Z Post
2) X Cross

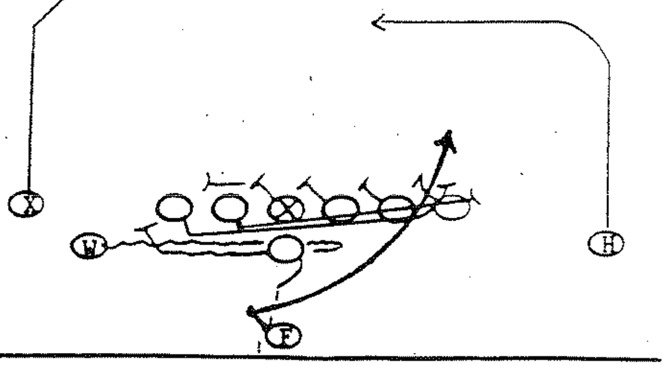
PEPPER 37 (36) COUNTER Z CROSS

Pro Left



PEPPER 36 (37) COUNTER HB CROSS

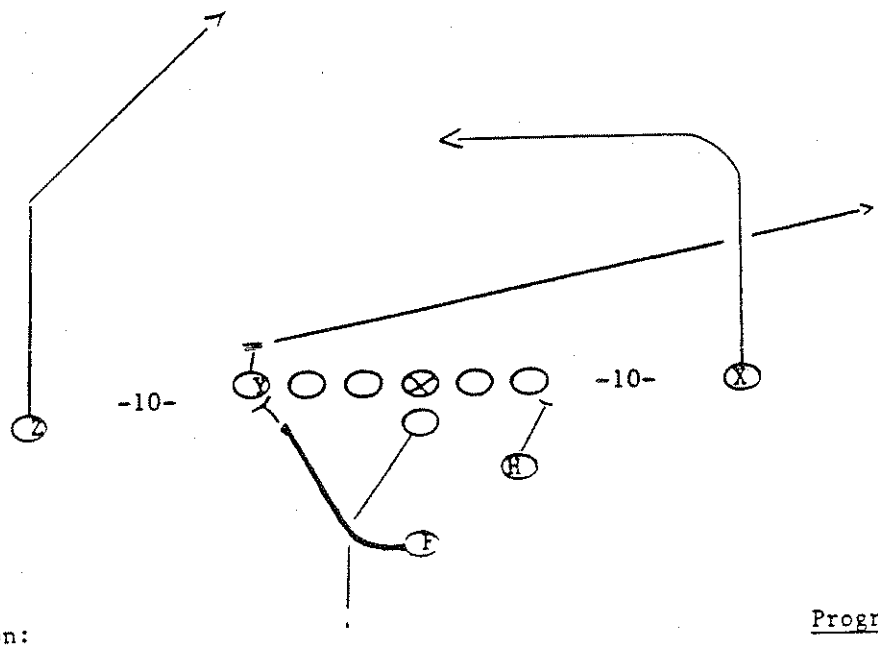
(W) Trips Right Flip Eric In & Out





CHILI 19 (18) MIKE Y-X CROSS

Pro Left



Run Action:

Everyone Block 19 (18) Mike
Sell the run.

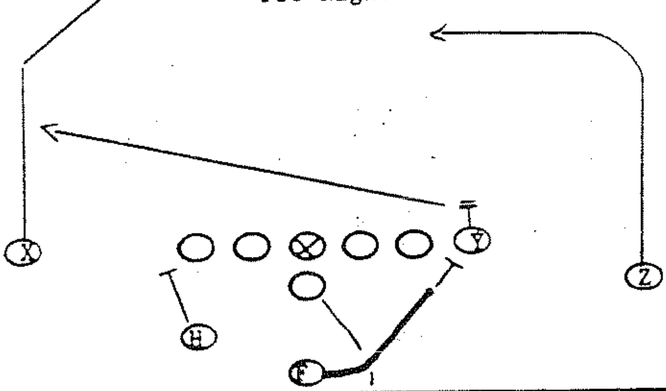
*NOTE: Chili - Faking back has blocking responsibilities

Progression

1) Z Post
2) X Cross
3) Y Bump Shallow Cross

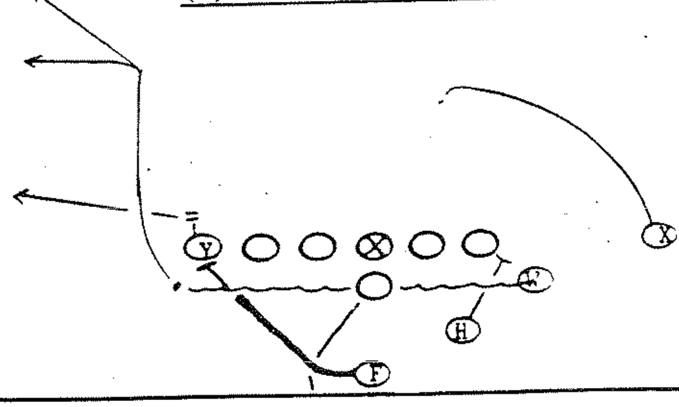
CHILI 18 (19) MIKE Y-Z CROSS

Pro Right



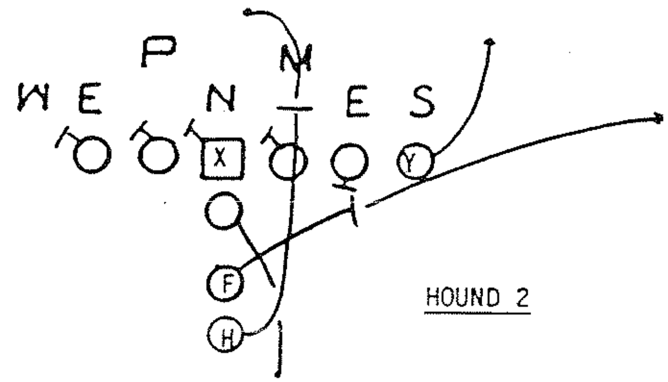
CHILI 19 (18) MIKE YELLOW

(W) Pro Left Flip Riggs Left





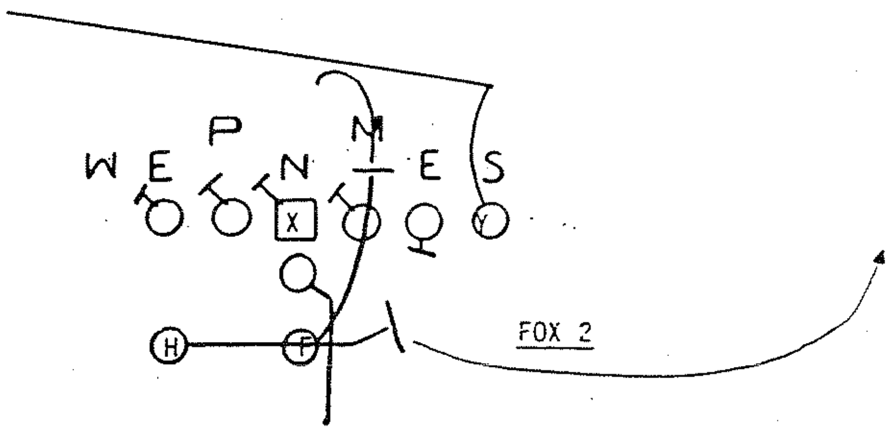
PLAY ACTION WITH QB BEHIND CENTER-GUARD GAP



HOUND 2

HOUND 2/3

1. Hound 2 is I Right Formation.
2. Hound 3 is I Left Formation.
3. FB check Sam - Flat.
4. HB check Mike - Thru.
5. Linemen slide away from called side versus 34 defense.



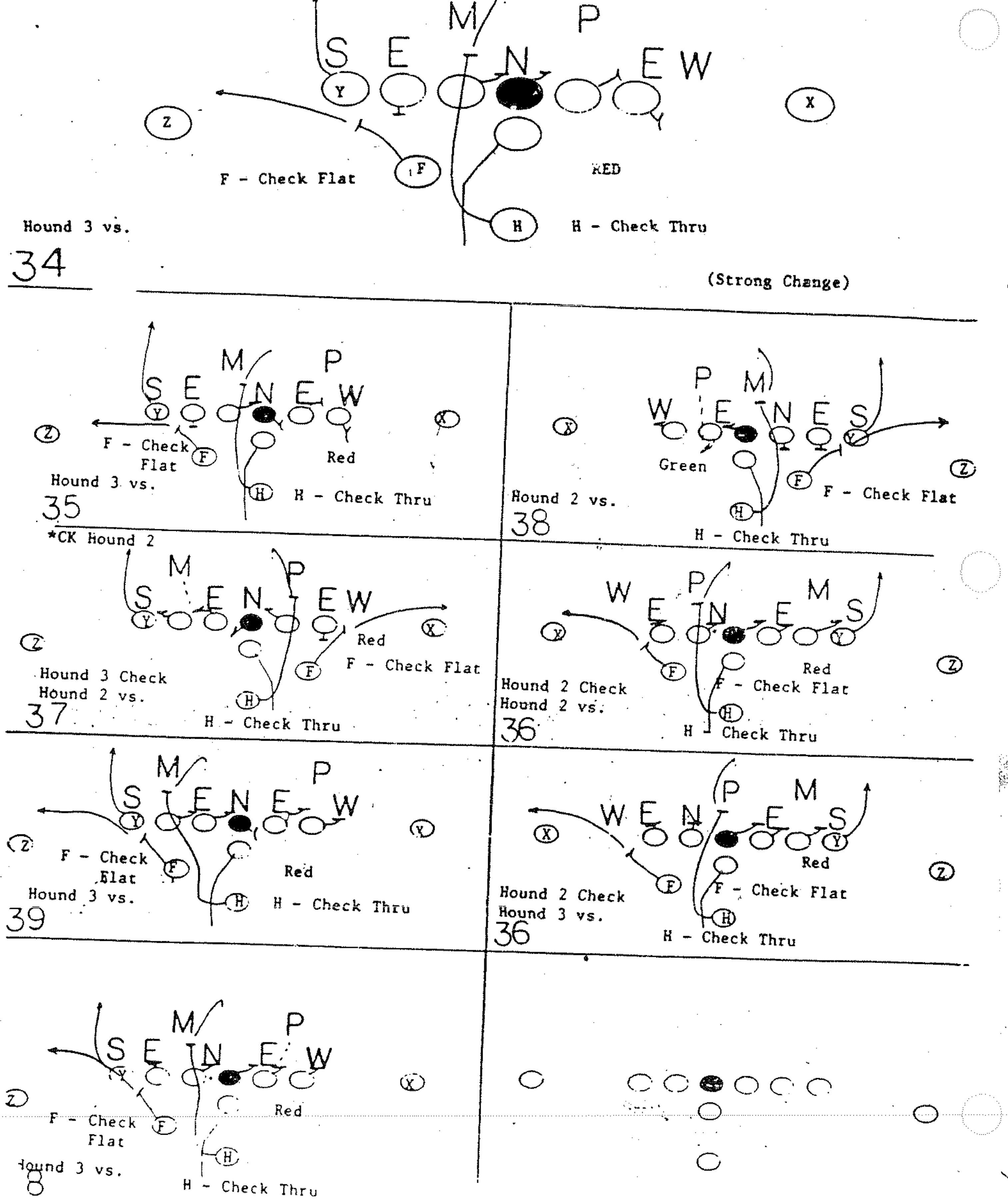
FOX 2/3

1. Fox 2 is Pro Right Formation.
2. Fox 3 is Pro Left Formation.
3. FB check Mike -- Thru.
4. HB check Sam -- Wide.
5. Linemen slide away from called side versus 34 defense.
6. Y Shallow Cross.

PLAY ACTION

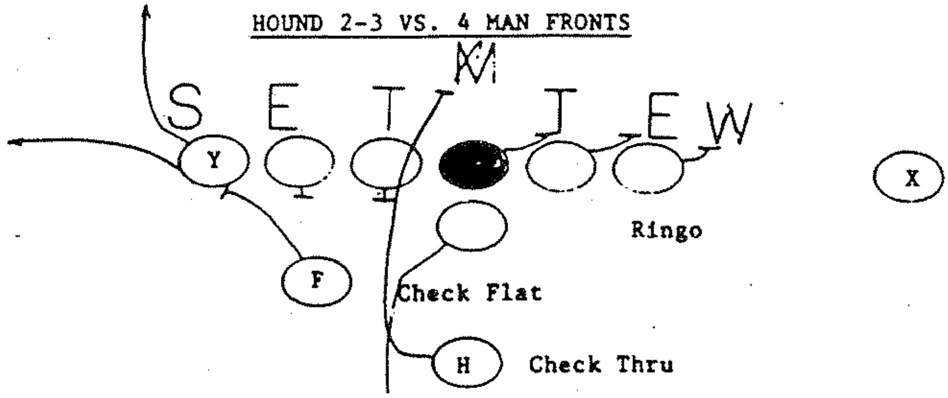
A

HOUND 2 -3 vs. 3 MAN FRONTS



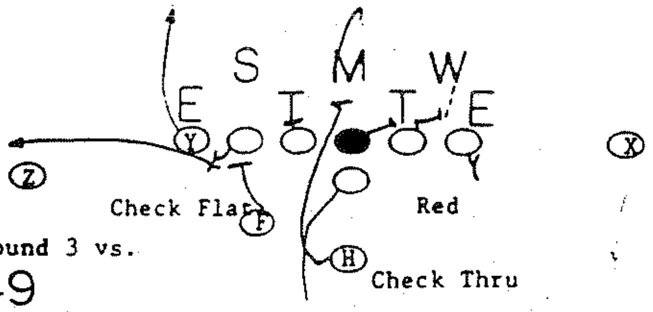
B

HOUND 2-3 VS. 4 MAN FRONTS

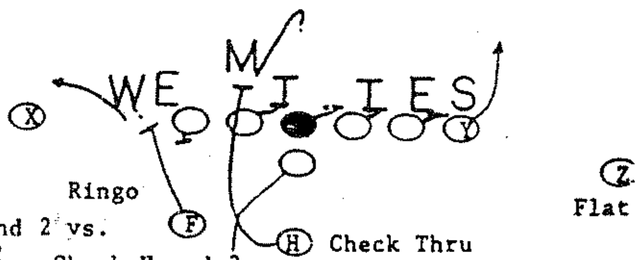


Hound 3 vs.
43

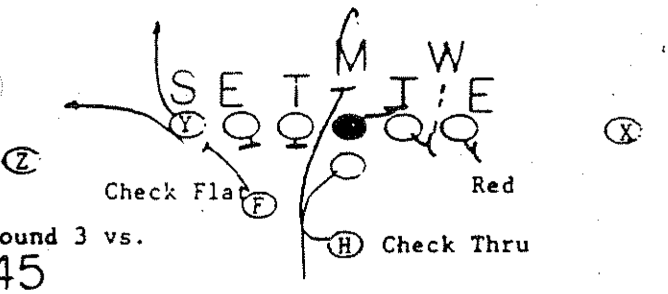
(Strong Change)



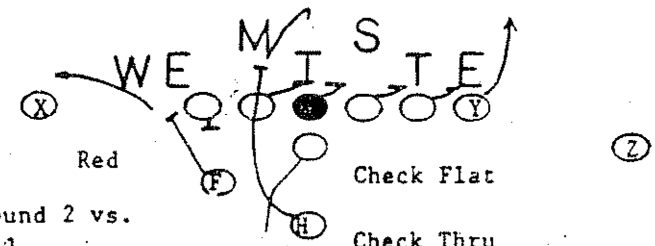
Hound 3 vs.
49



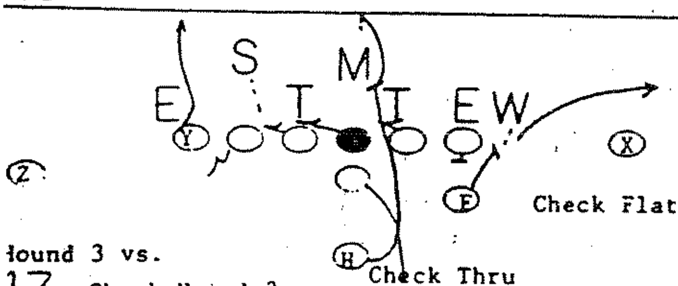
Hound 2 vs.
53 Check Hound 3



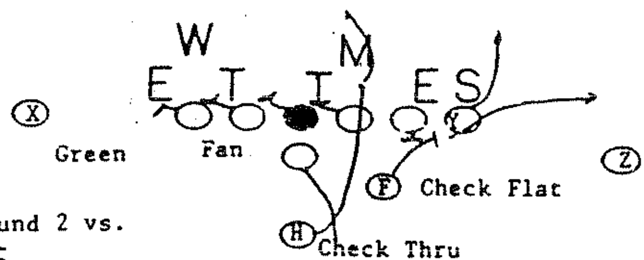
Hound 3 vs.
45



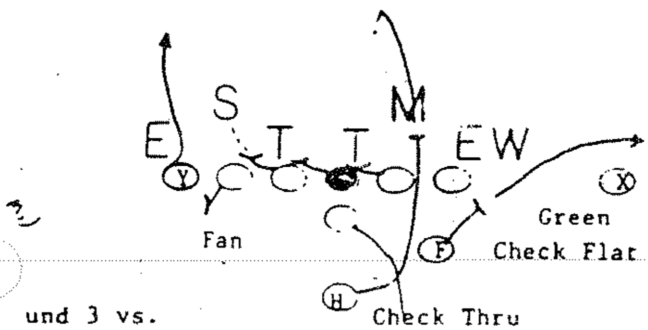
Hound 2 vs.
54 Check Hound 3



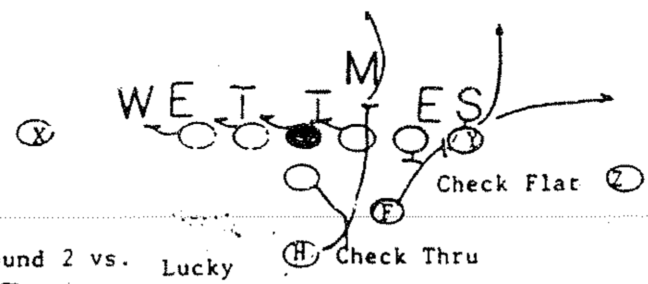
Hound 3 vs.
17 Check Hound 2



Hound 2 vs.
25



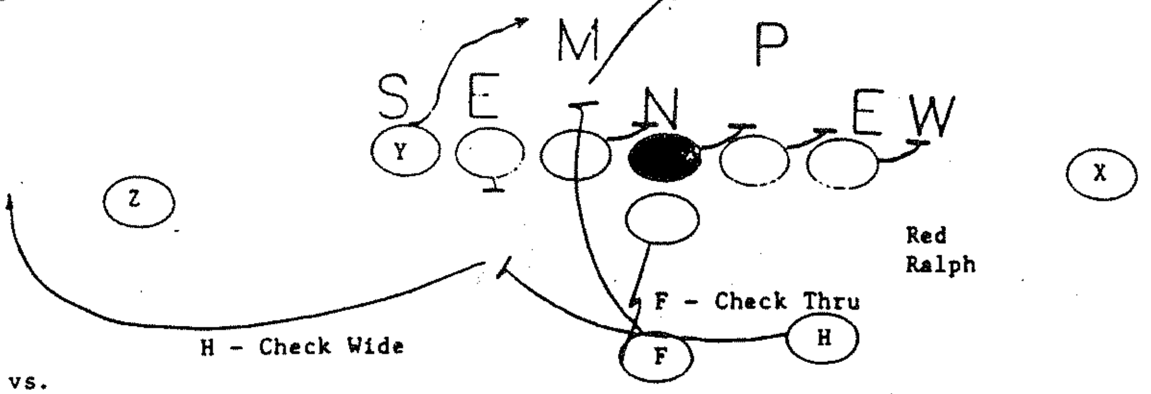
und 3 vs.
7 Check Hound 2



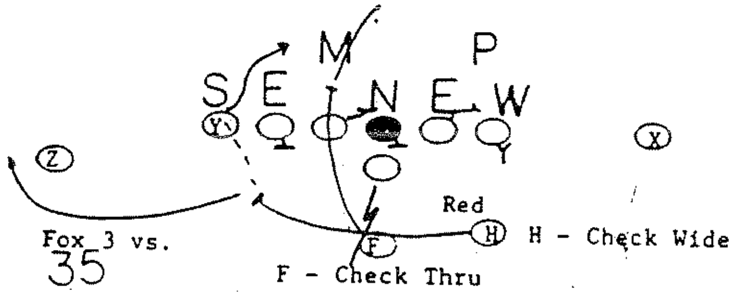
Hound 2 vs. Lucky
23

C

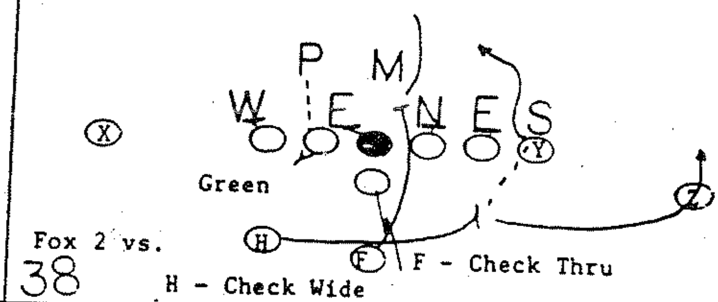
FOX 2-3 VS. 3 MAN FRONTS



Fox 3 vs.
34

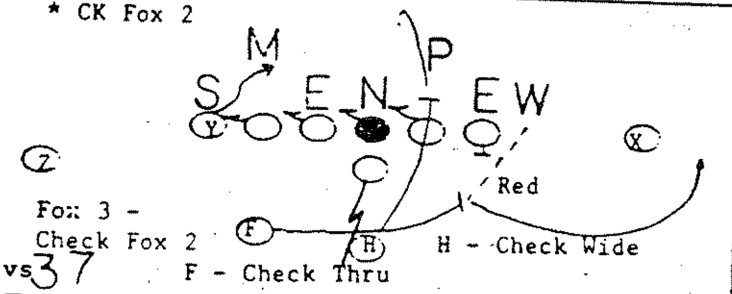


Fox 3 vs.
35

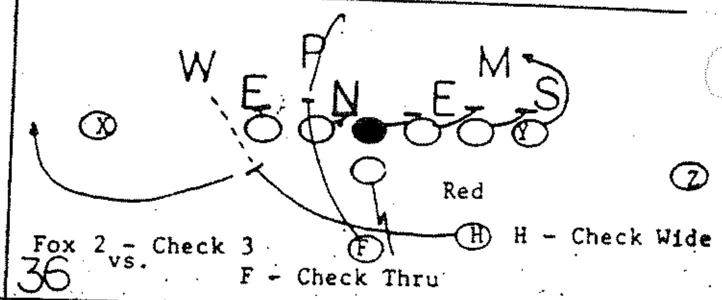


Fox 2 vs.
38

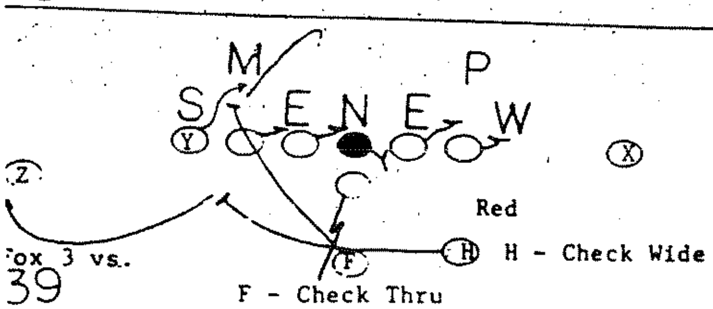
* CK Fox 2



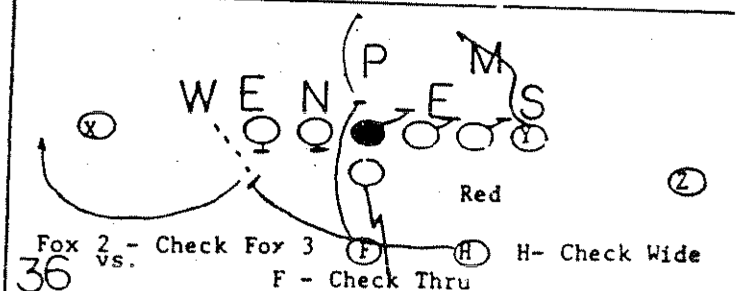
Fox 3 -
Check Fox 2
vs 37



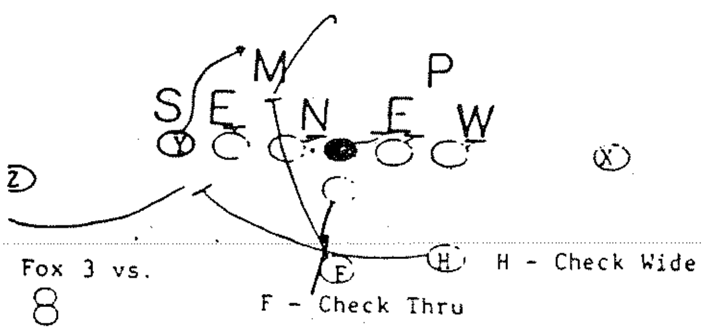
Fox 2 - Check 3
vs.
36



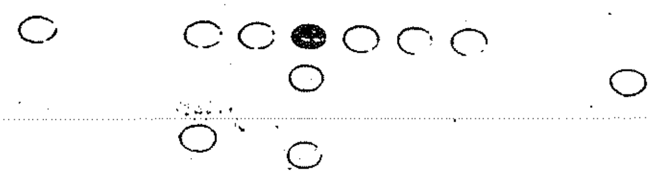
Fox 3 vs.
39



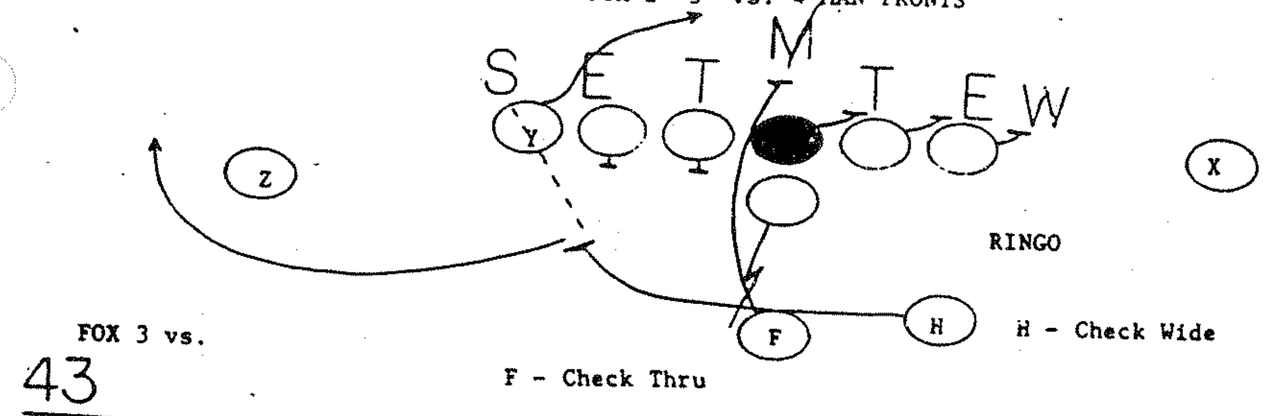
Fox 2 - Check Fox 3
vs.
36

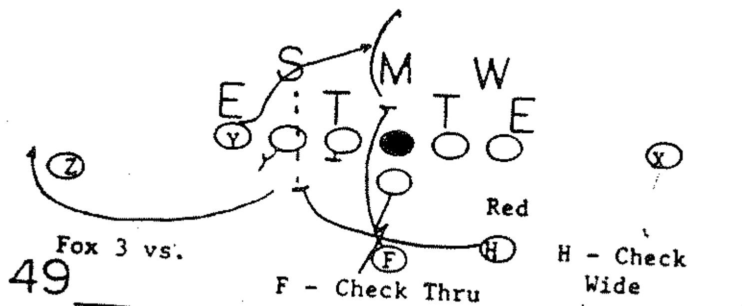


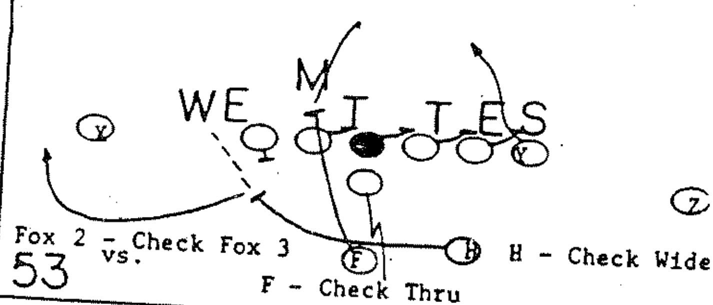
Fox 3 vs.
8

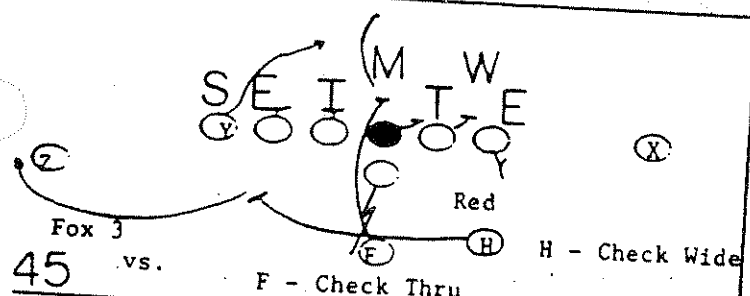


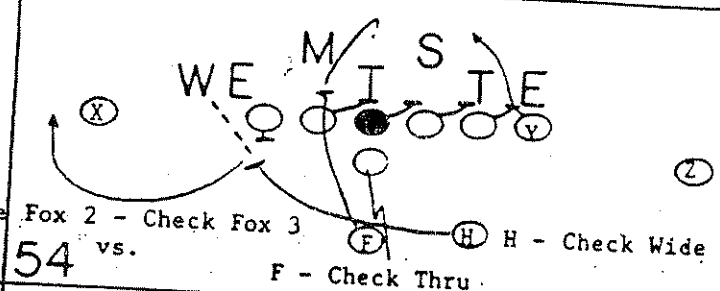
FOX 2 -3 vs. 4 MAN FRONTS D

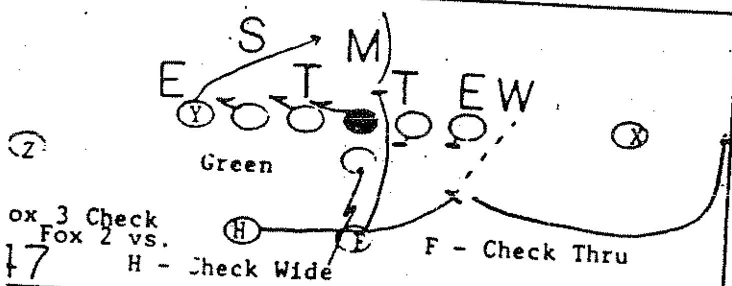


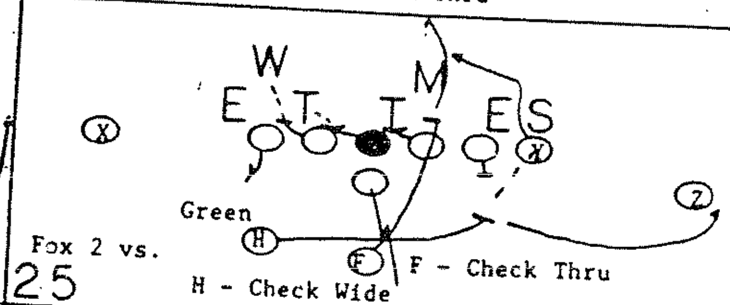


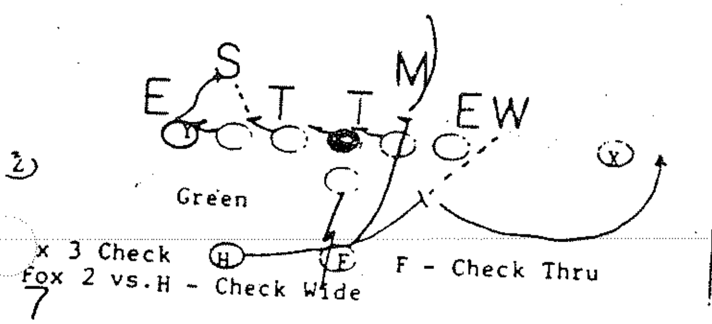


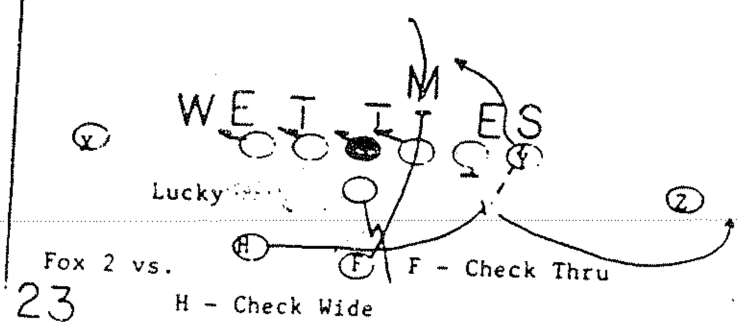




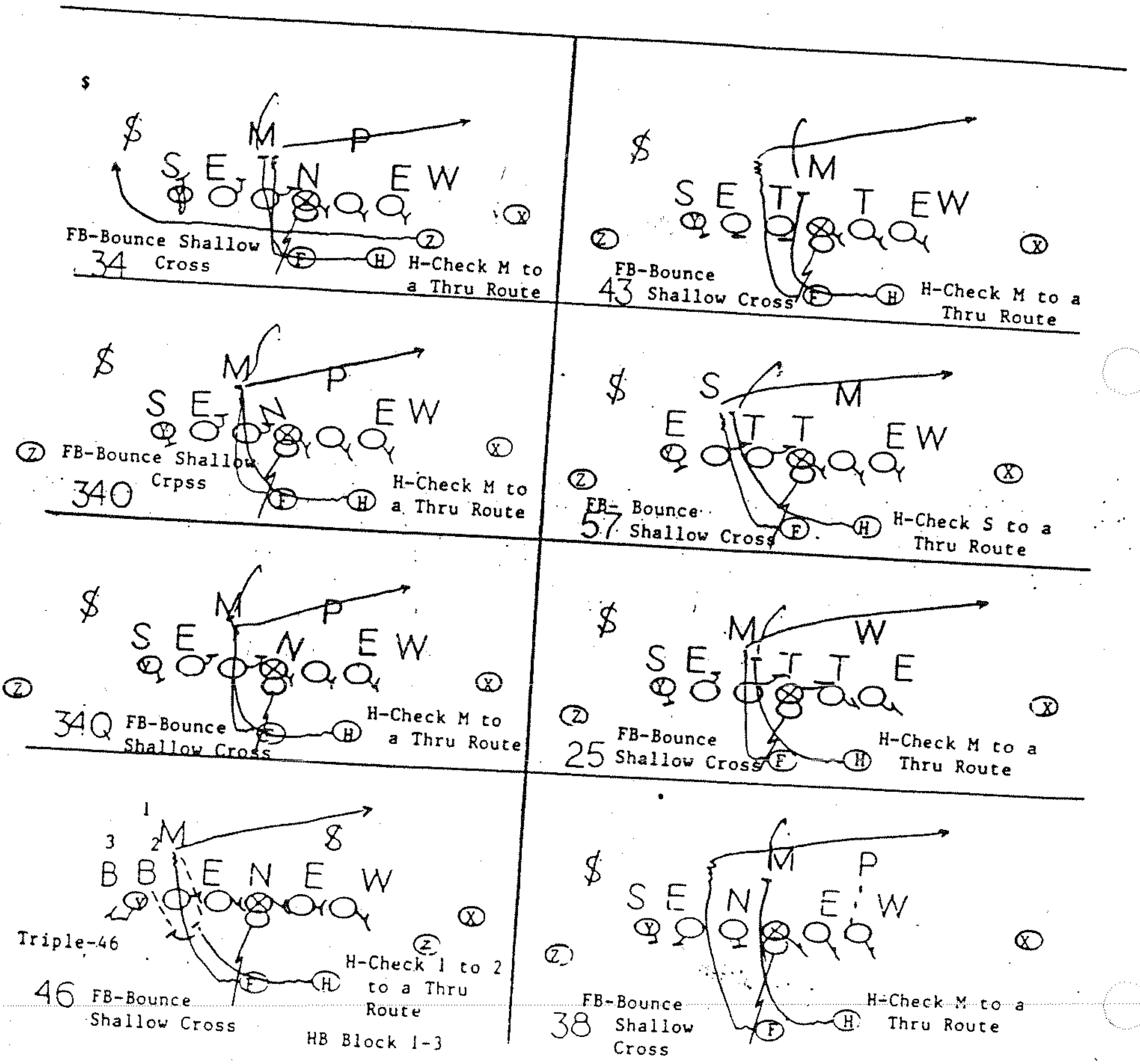






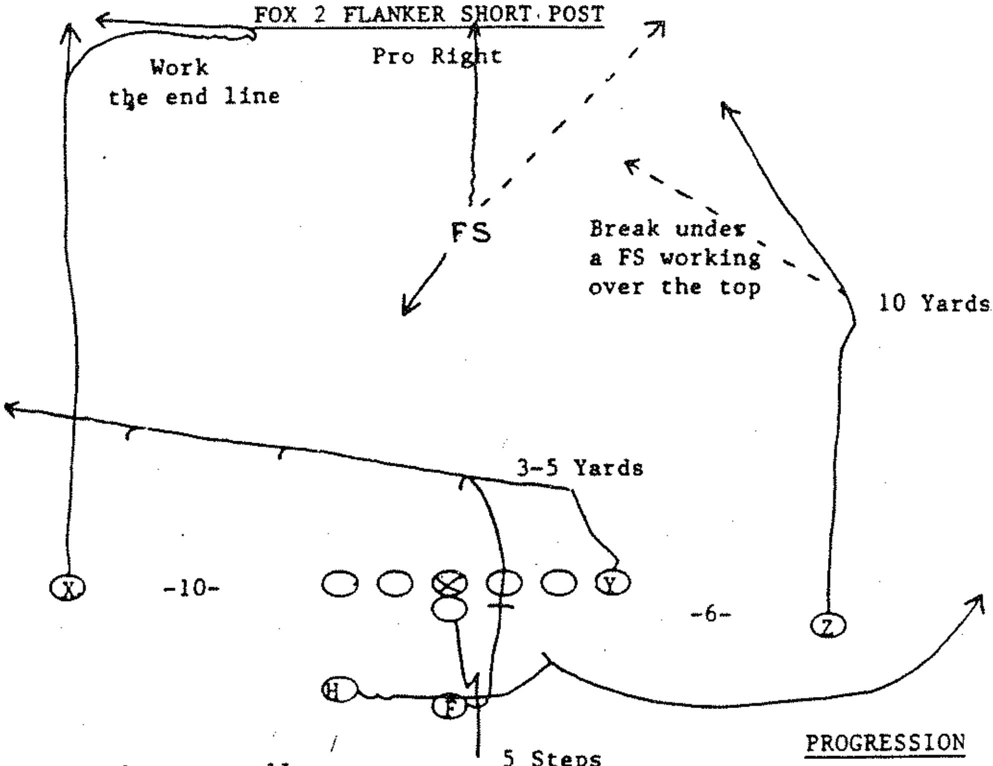


O LINE	- Slide protection away from the call.
TE	- Block the OLBer playside vs. 46 Block #3. Sam/$ Blitz alert Blast.
FB	- Fight your way thru the LOS - Possible Bounce to a Shallow Cross.
HB	- Block the playside Inside Lber to a Thru Route.
QB	- Fox 2-3 Action.



FOX 2 FLANKER SHORT POST

Pro Right



*Audible

Fox 2

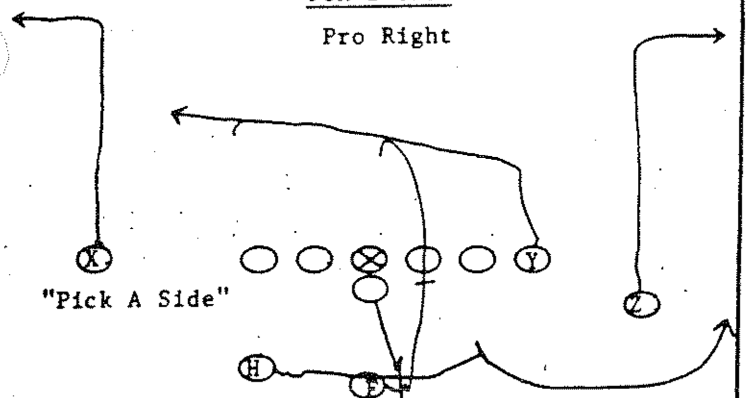
QB: Open to call
fake sharply to FB and HB
FB/HB: Need good play fake
Y: Always run shallow cross

PROGRESSION

1) Z Post
2) Y Shallow Cross
3) FB Check Through
4) HB Check Wide

FOX 2 OKIE

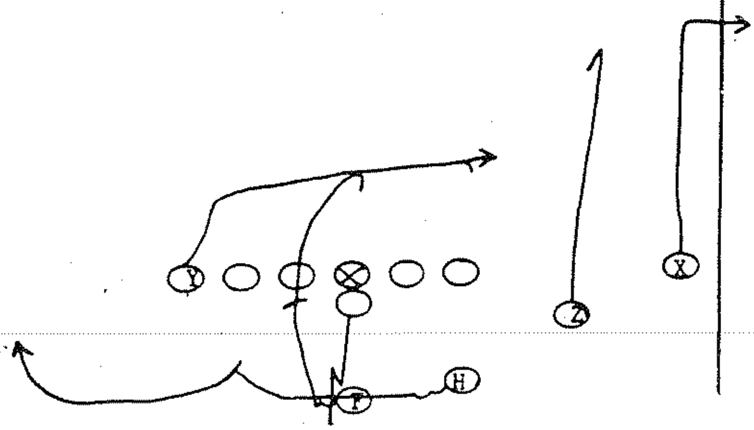
Pro Right



NOTES:

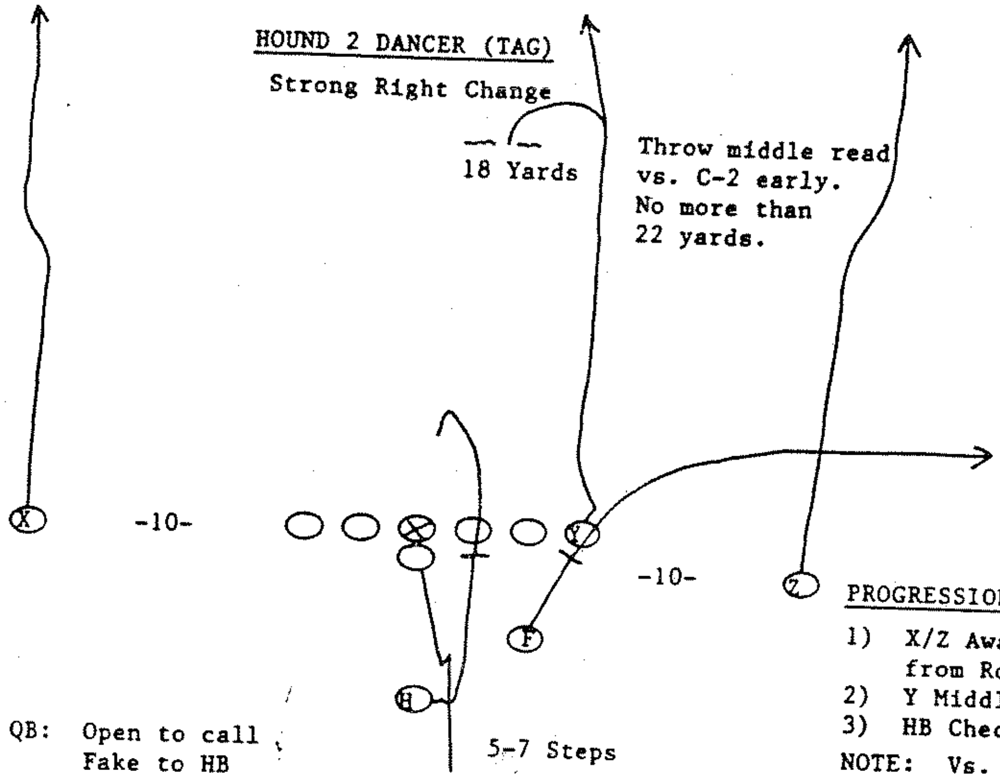
FOX 3 WINSTON

Pro Left Flip



HOUND 2 DANCER (TAG)

Strong Right Change



Throw middle read vs. C-2 early. No more than 22 yards.

PROGRESSION

1) X/Z Away from Rotation
2) Y Middle Read
3) HB Check Thru

NOTE: Vs. C-2

1) Y Middle Read
2) X Tag
3) HB Check Thru

*Audible

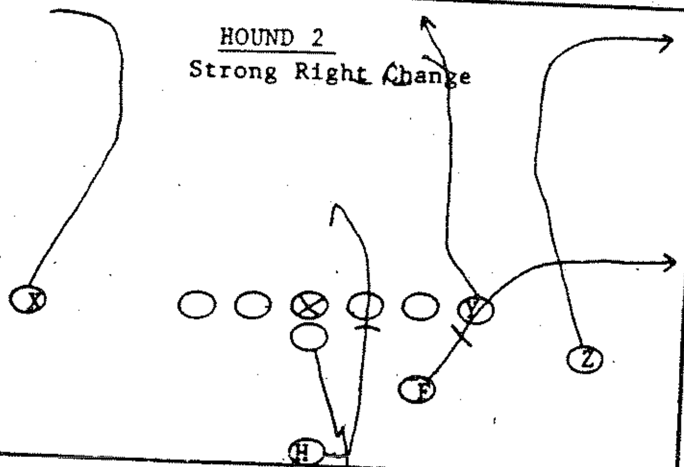
Hound 2

QB: Open to call
Fake to HB

HB: Need good play fake

HOUND 2

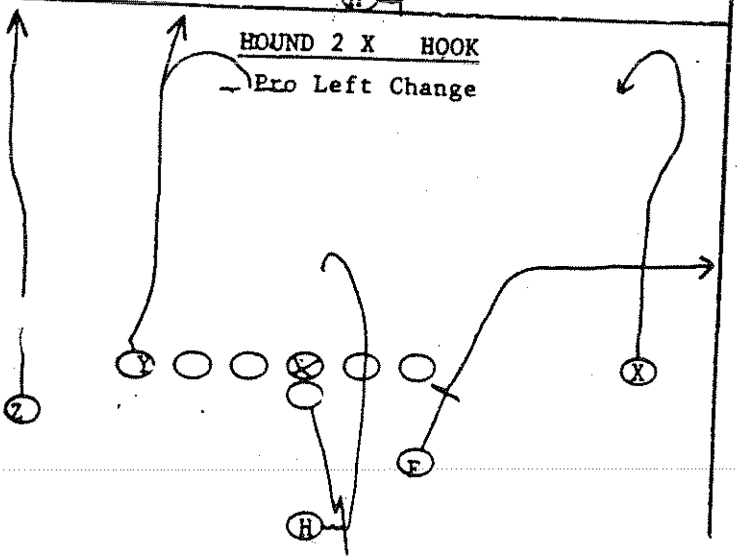
Strong Right Change



NOTES:

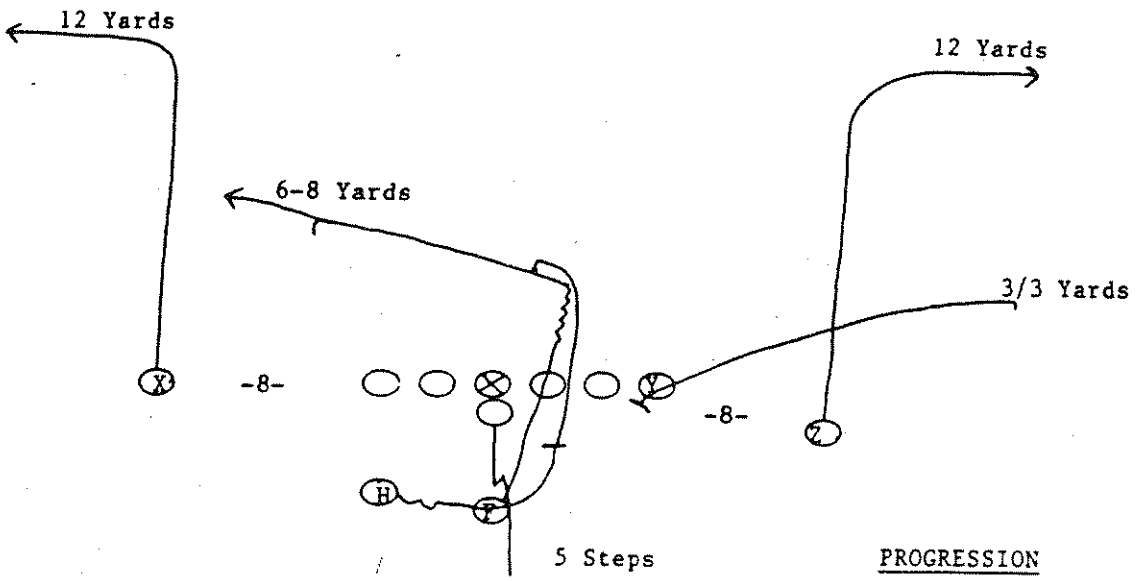
HOUND 2 X HOOK

Pro Left Change



HARE 2 OKIE

Pro Right



"Pick A Side"

*Audible

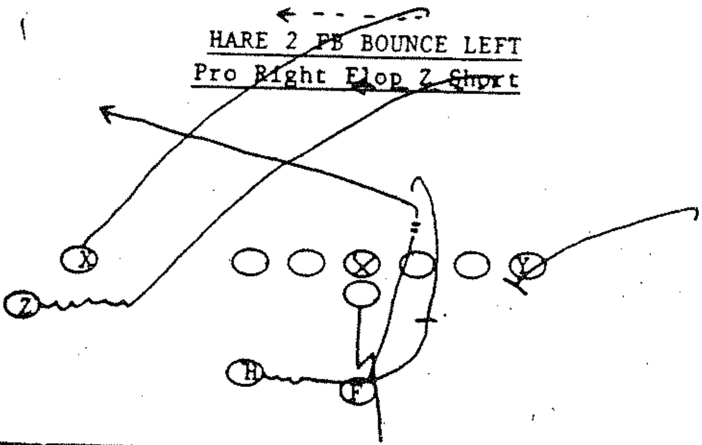
Hare 2

PROGRESSION

1) X Out/Z Out
2) FB Shallow Cross
3) HB Check Through
4) Y Check Drag

HARE 2 FB BOUNCE LEFT

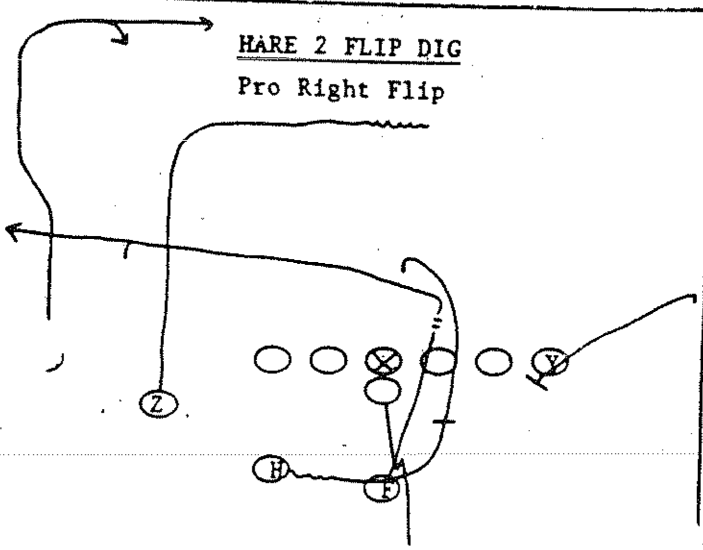
Pro Right Flop Z Short



NOTES:

HARE 2 FLIP DIG

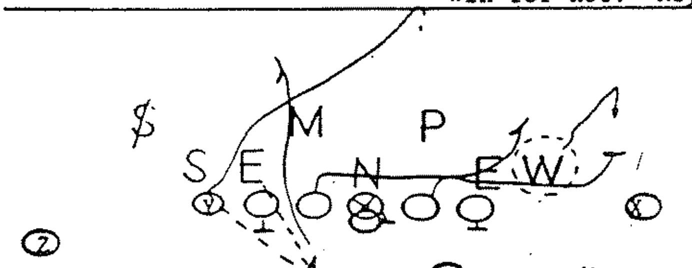
Pro Right Flip



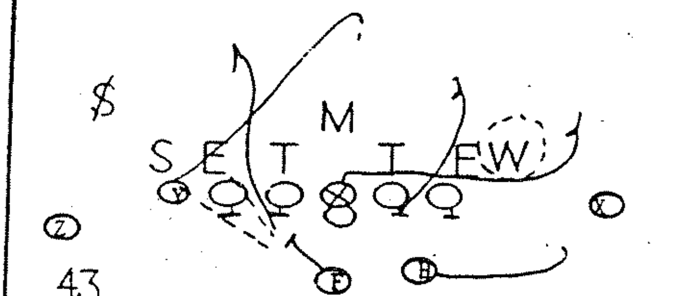
SCREENS

81 ROSE (ALSO 80 SALLY) QUICK SCREEN

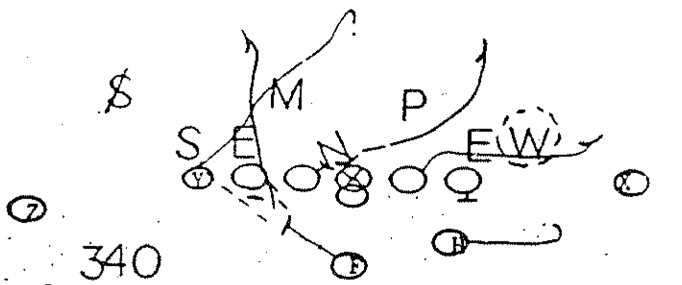
On End	- Run pivot
On Tackle	-Pass block defensive end. Fan vs. Replace. Lose man inside.
On Guard Uncovered	- Step up, release on screen block Win. If Win blitzes block corner.
On Guard Covered	- Pass set block protection 1001, 1002, 1000-Go. Block upfield.
Center	- Vs. 34 block nose. Vs. 4-3 release upfield, block Win. if Win blitzes block corner. Vs. Bubble off-side only use 60 set, release block Win or corner.
Off Guard	- Vs. 34 step up, release on screen, block Peg. Vs. Bubble your side only use 60 set, check Mike finish nose.
Off Tackle	- Pass Block Protection.
Off End	- Block protection called or run pattern.
Blocking Back	- Block protection.
Ball Carrier	- Run Screen Tech. Scat.
Quarterback	- 5 step drop - look downfield N/T throw screen. Key Win for Hot. Key inside LB in replace.



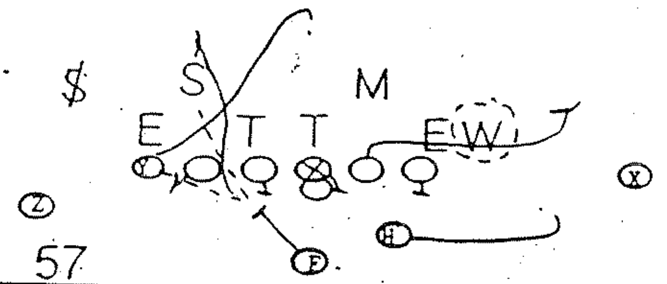
34



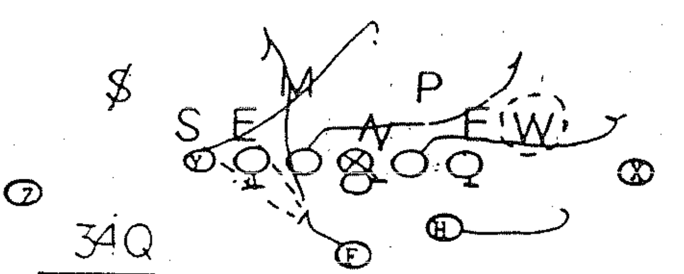
43



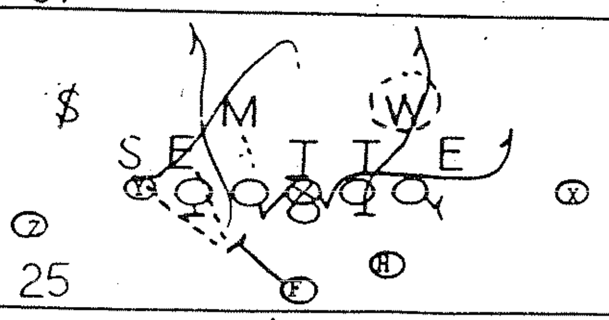
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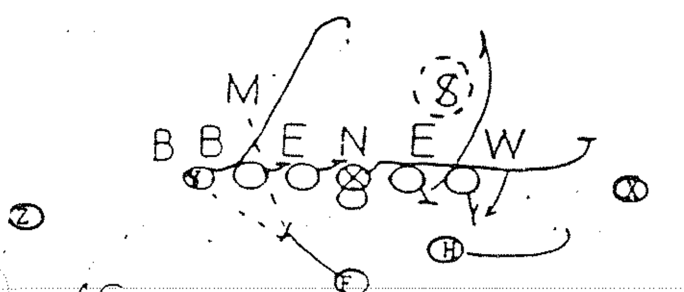
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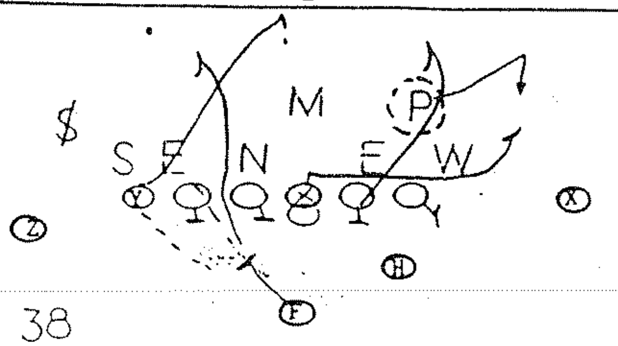
34Q



25



46

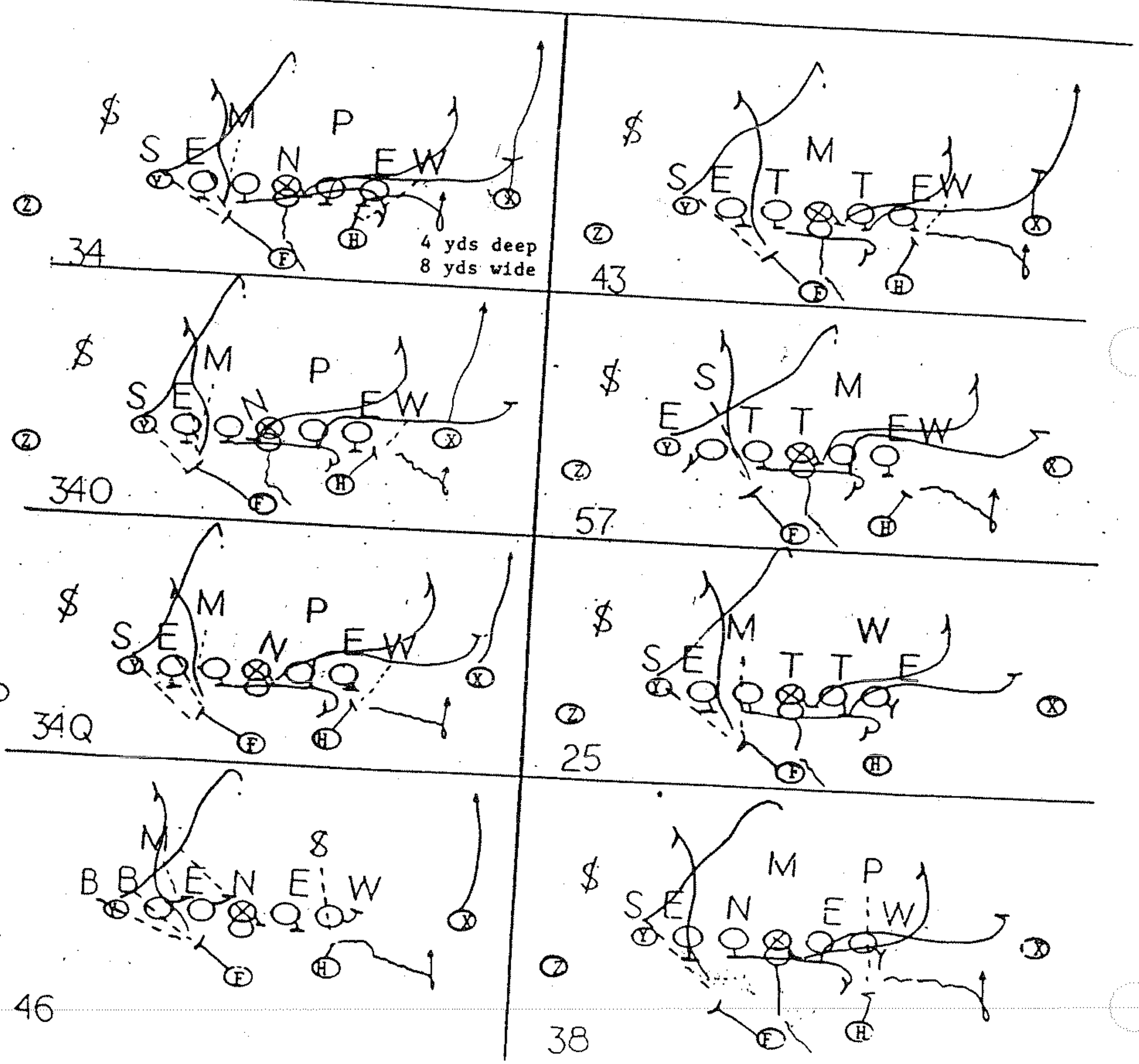


38

84 LOU (ALSO 85 ROY) SLOW SCREEN

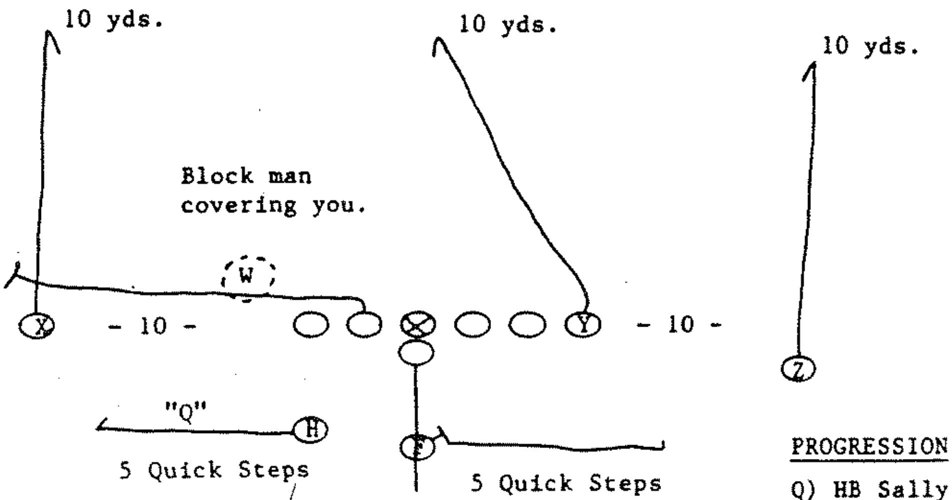
B

On Tackle	- Pass block DE over play his outside - Fan vs. Replace. Bose man inside.
On Guard	- Pass set, block man over, 1001, 1002, 1000-Go. Block widest man; (Win or Corner).
Center	- Pass set, block man over 1001, 1002, 1000-Go. Block up field on first LB. Lead screen if guard delayed. Set toward the screen.
Off Guard	- Pass set. block man over. 1001, 1002, 1000-Go. Seal back after reaching TE area.
Off Tackle	- Pass set. block man over. N/T help on EMOL. Finish man away form screen side.
Off End	- Block protection called. N/T run 14 yd. pivot.
Blocking Back	- Block protection. N/T - Seal inside pursuit.
Ball Carrier	- If blitz - screen off blitz. N/T run screen technique.
Quarterback	- 7 step drop - throw screen.



SHORT 80 HB SALLY

Pro Right



*AUDIBLE

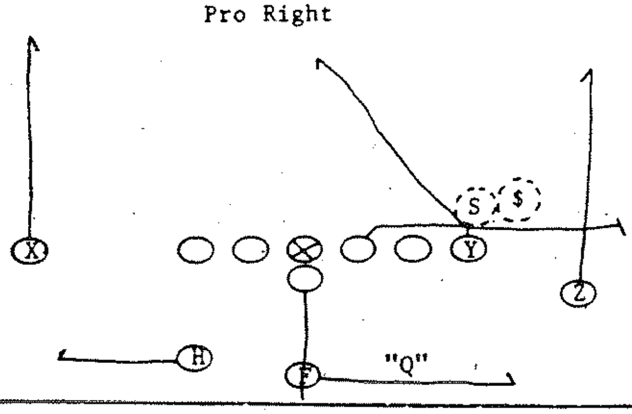
Short 80 Sally

PROGRESSION

Q) HB Sally
1) X Pivot
2) HB Sally
3) Y Pivot
4) Z Pivot

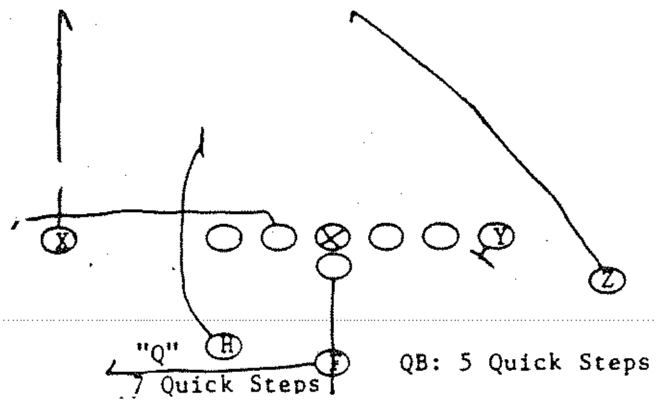
SHORT 82 FB ROSE

Pro Right



SHORT 70 FB SALLY

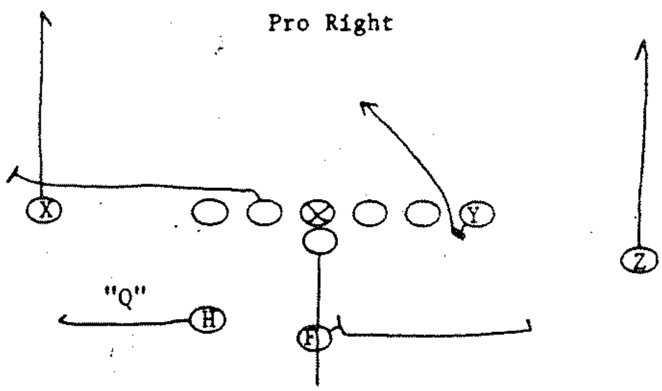
Pro Right



NOTES:

SHORT 80 HB SALLY Y HESITATE

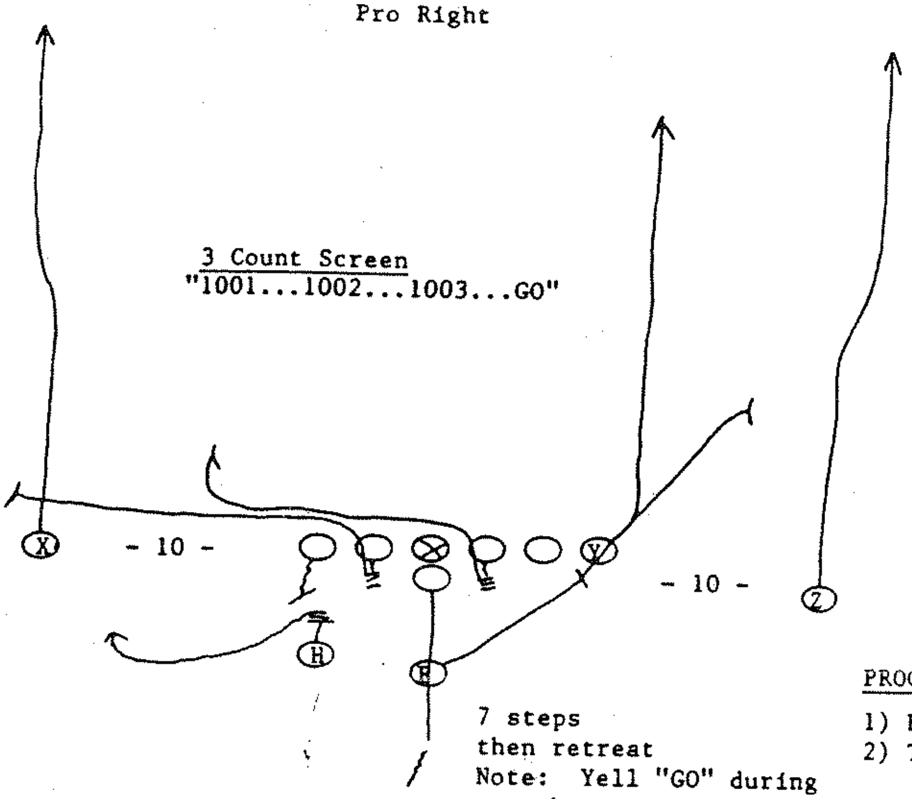
Pro Right



NOTE: "Y" still alert for "Break Off" vs. two guys blitz.

84 HB LOU

Pro Right



7 steps
then retreat
Note: Yell "GO" during
throwing motion

PROGRESSION

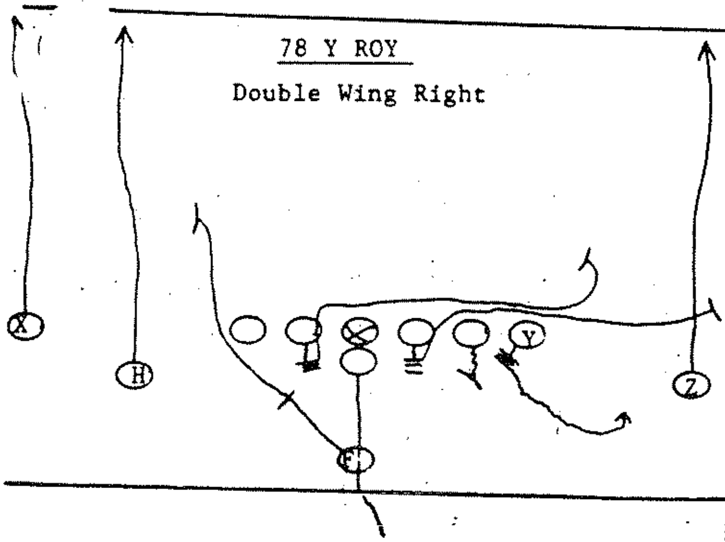
1) HB Screen
2) Throw away

*AUDIBLE

84 Lou

78 Y ROY

Double Wing Right



NOTES:

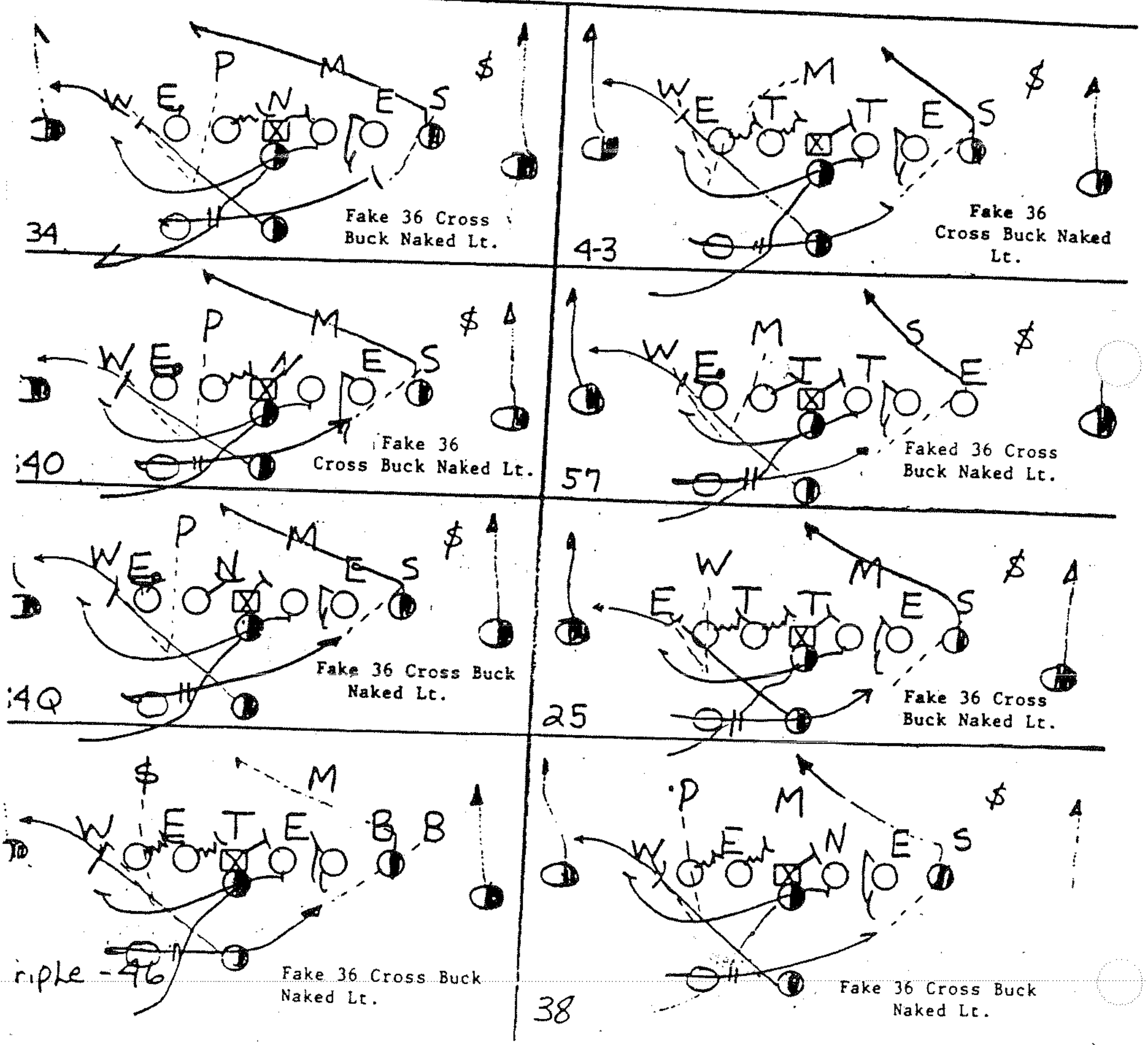
FB has toughest job - Must hold block for a long time!

"Y" STILL responsible for "Break-Off" vs. two guys.

OUT OF POCKET PASS

FAKE 36-37 CROSS BUCK NAKED RIGHT - LEFT

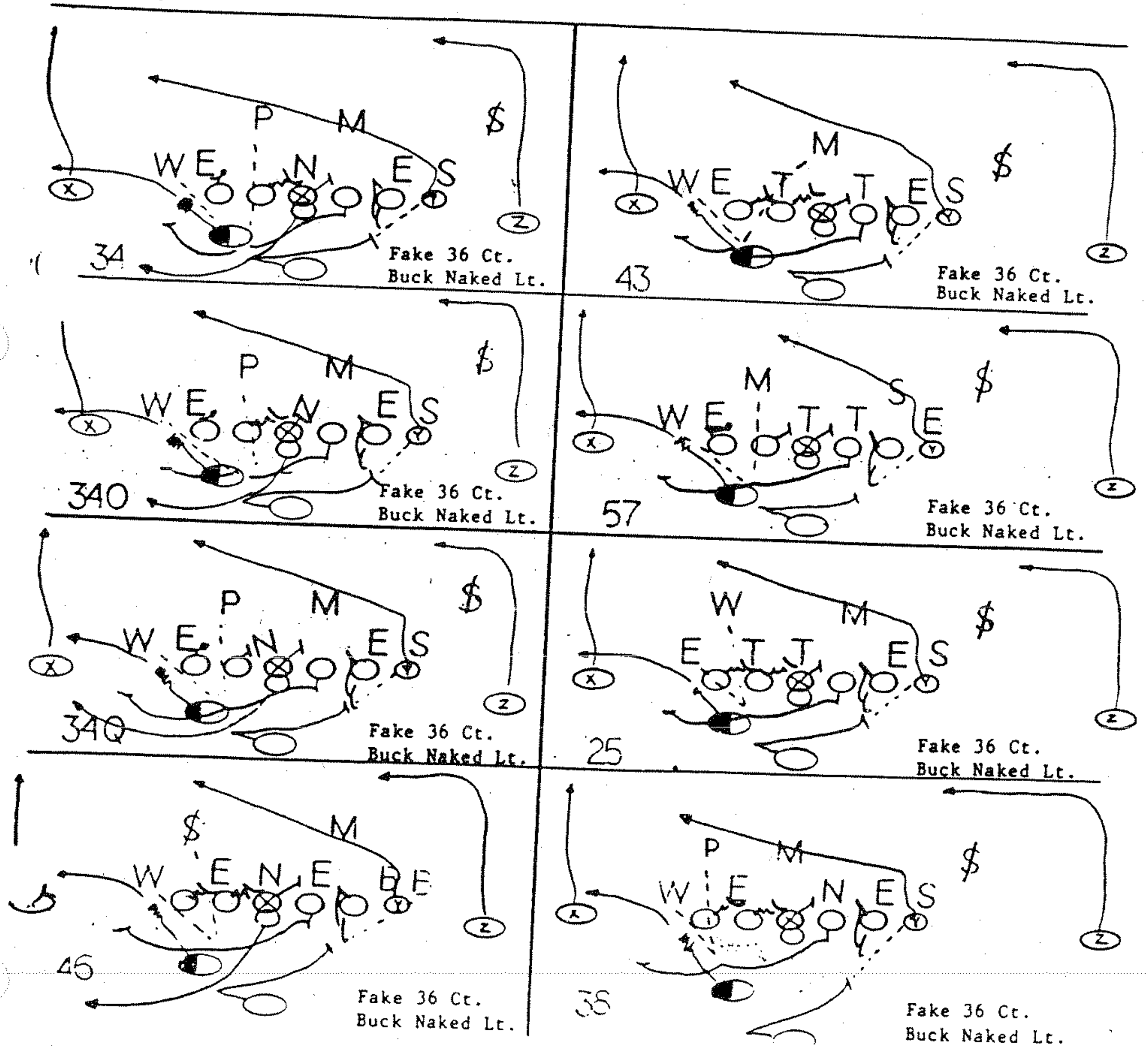
	Z	-	Easy In.
	TE	-	Naked Over 10-12 Yds.
	OFF T	-	Set inside portect "B" Gap hinge outside.
	OFF G	-	Pull look inside to the outside rusher.
	C	-	Protect the backside "A" Gap.
	ON G	-	Blocks down.
	ON T	-	Blocks down.
	FB	-	Slam outside # of the EMOL to the Flat (3 yd. deep).
	HB-JAB	-	Great fake across the ball. Block the first defender that shows outside the Off. Tackle.
BACKS BALANCED ALIGNMENT	QB	-	Fake Cross Buck Action sprinting outside after the fake.
	X	-	Go route release thru the defenders outside shoulder.



FAKE 36-37 COUNTER BUCK NAKED RIGHT - LEFT

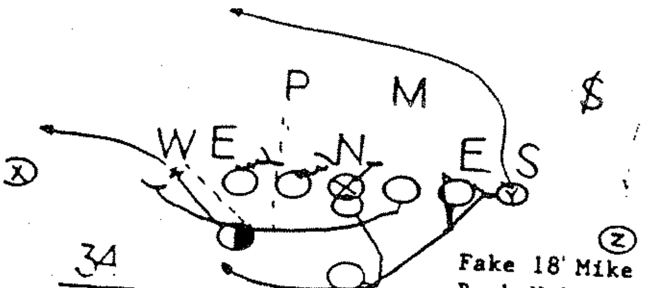
Z	-	Easy In.
TE	-	Naked Over 10-12 Yards.
Off T	-	Set inside protect "B" Gap hinge outside.
OFF G	-	Pull look inside to the outside rusher.
C	-	Protect the backside "A" Gap.
ON G	-	Blocks down.
ON T	-	Blocks down.
HB	-	Slam outside # of the EMOL to the Flat (3 yd. deep).
FB	-	Counter Action, Greak fake across the ball. Block the first defender that shows outside the Off. Tackle.
QB	-	Fake Counter Action sprinting outside after the fake.
X	-	Go route release thru the defenders outside shoulder.

BACKS
STAGGERED
ALIGNMENT



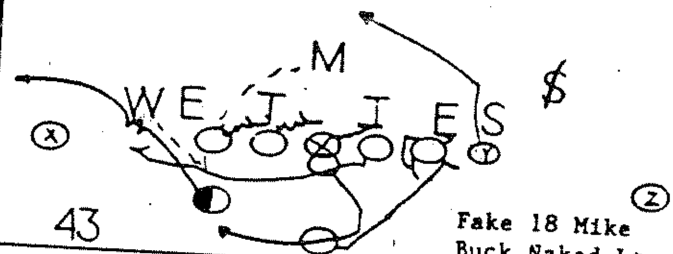
FAKE 18-19 MIKE BUCK NAKED

QB Fake 18-19 Action sprinting backside outside after the ake.



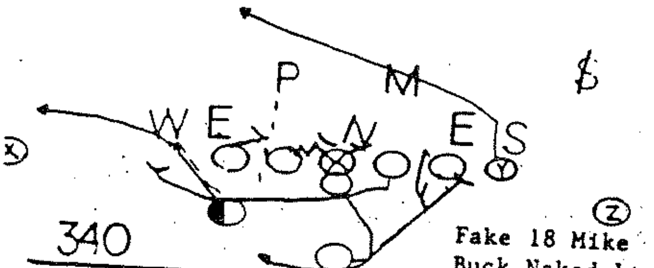
34

Fake 18 Mike Buck Naked Lt.



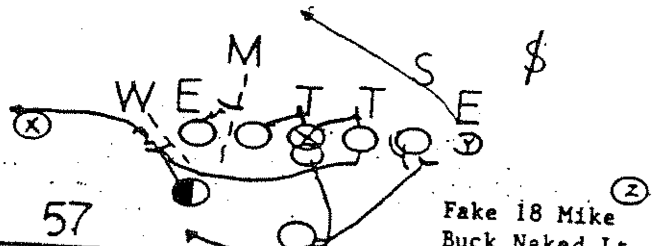
43

Fake 18 Mike Buck Naked Lt.



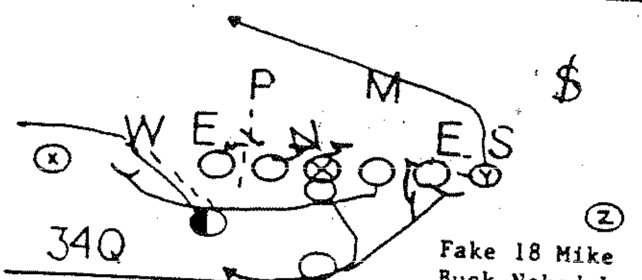
340

Fake 18 Mike Buck Naked Lt.



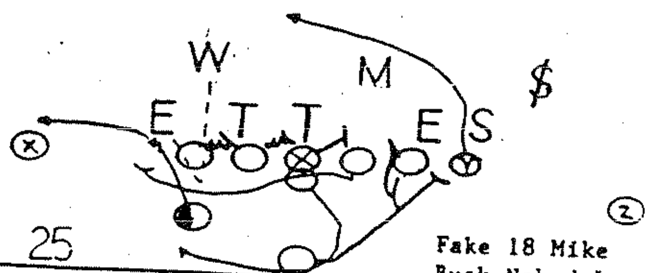
57

Fake 18 Mike Buck Naked Lt.



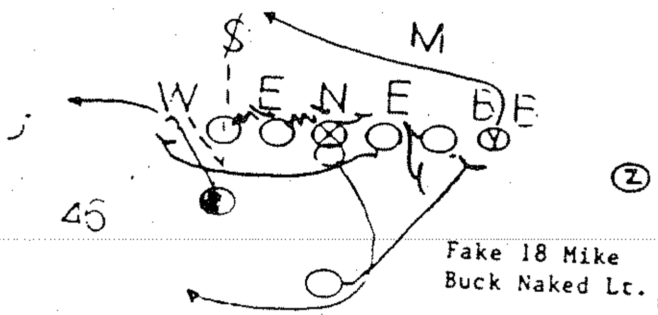
34Q

Fake 18 Mike Buck Naked Lt.



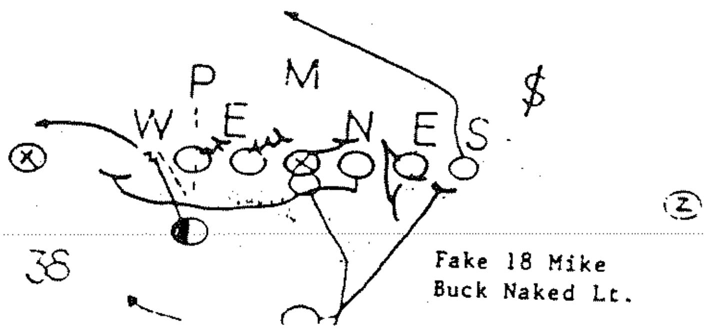
25

Fake 18 Mike Buck Naked Lt.



45

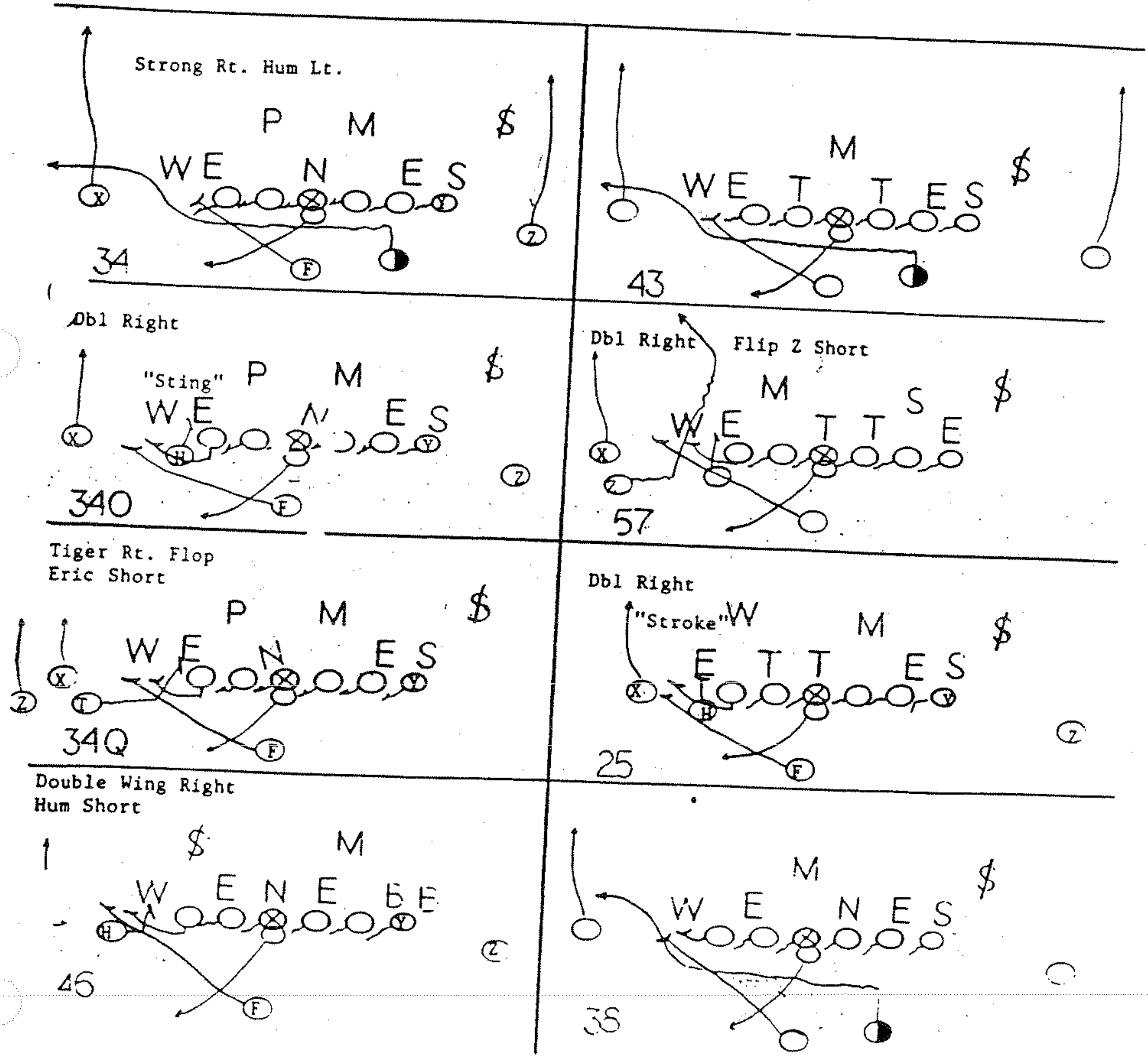
Fake 18 Mike Buck Naked Lt.



38

Fake 18 Mike Buck Naked Lt.

O Line - London - Reno towards the Drift

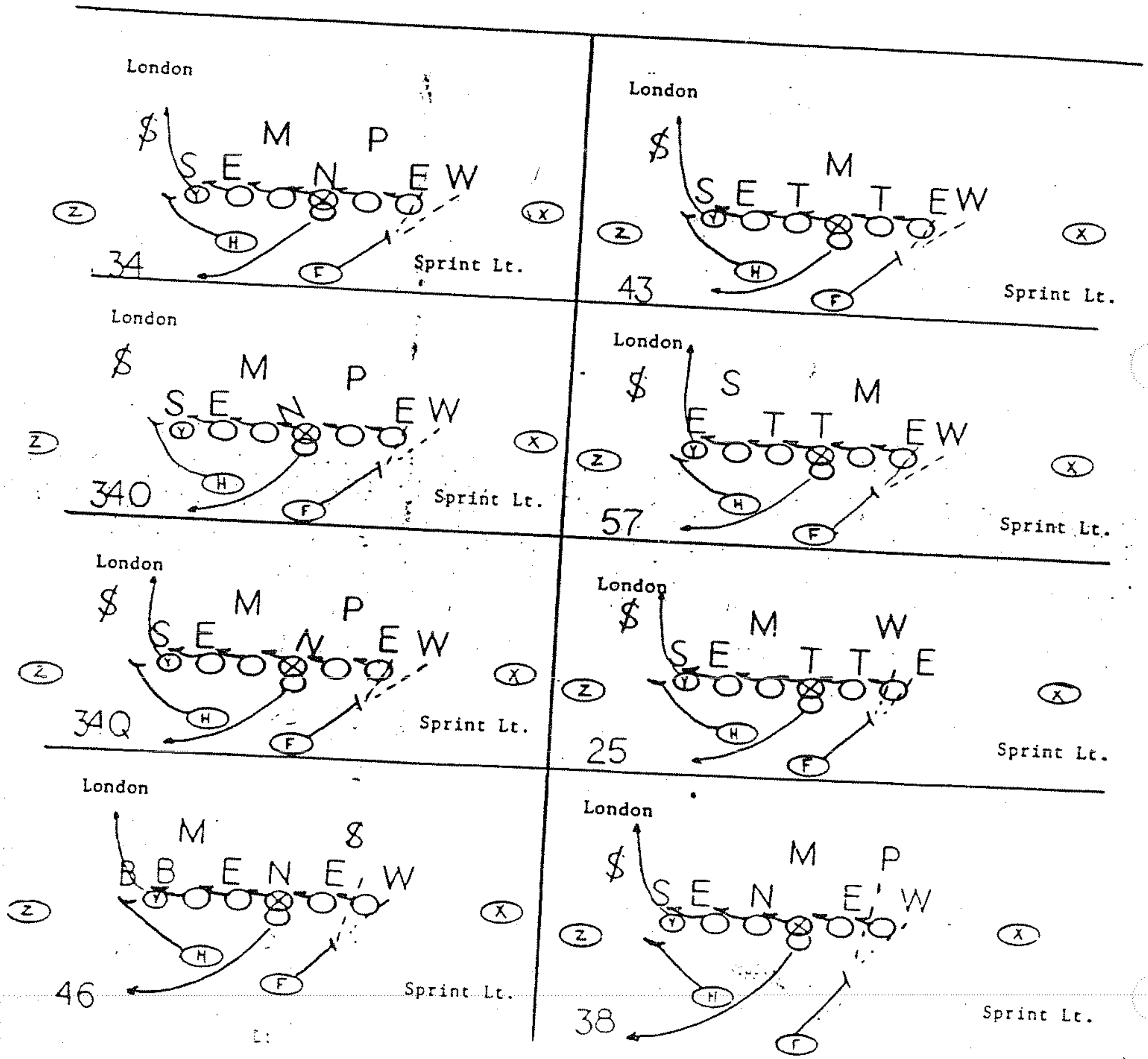


SPRINT STRONG (RT.-LT.)

O Line - London Reno towards the Sprint.

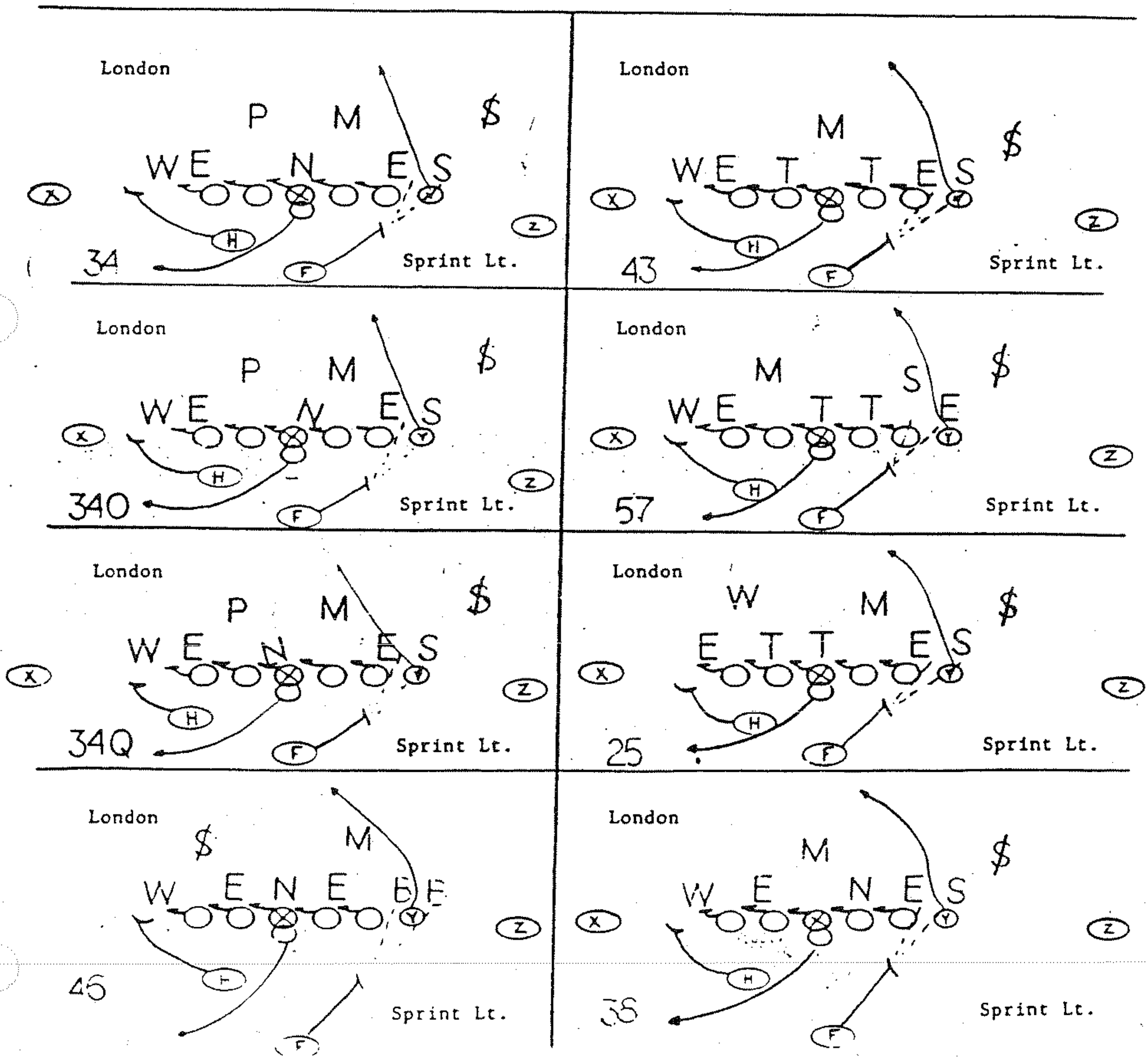
FB - Block the first defender that shows outside the tackle away from the Sprint.

HB - Block the first defender that shows outside the OT's block toward the Sprint....(Secure the Corner). Alert Scrape LB'er.



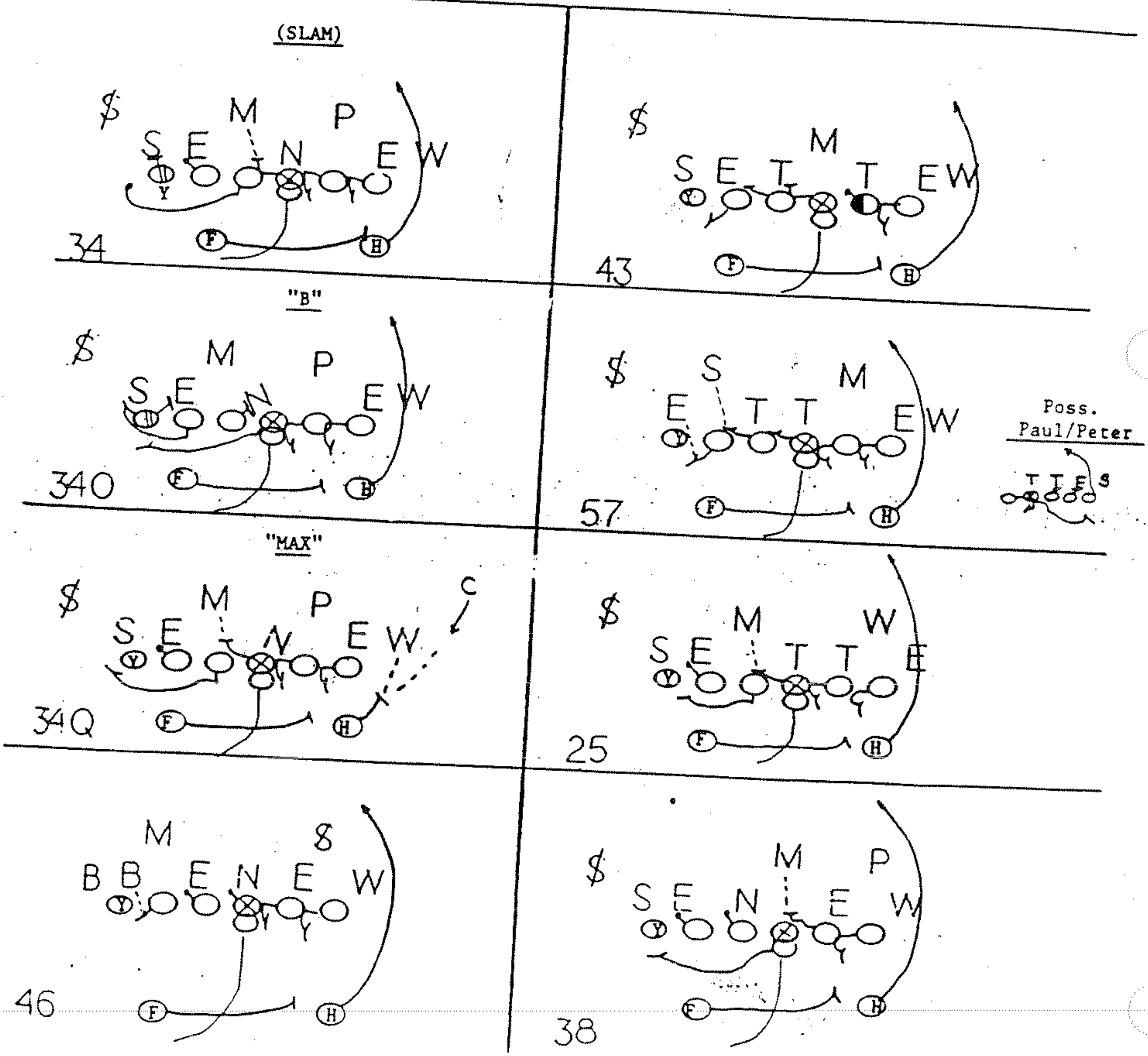
SPRINT WEAK (RT.-LT.)

O Line	-	London - Reno towards the Sprint.
FB	-	Block the first defender that shows outside the tackle away from the Sprint.
HB	-	Block the first defender that shows outside the OT's block toward the Sprint....(Secure the Corner). Alert Scrape LB'er.



G WAGGLE RT. (STRONG) ALSO WAGGLE LT. - POSS. SLAM, POSS. B, POSS. MAX

On End	- Run pattern called. Possible Slam. Poss. B.
On Tackle	- Reverse post foot vs. man on. Fan vs. Replace, unless B or Slam called.
On Guard	- Reverse post foot vs. man on. Onside vs. Replace look. Gone vs. Bubble.
Center	- Vs. man on or Replace onside - slide onside one full man. Paul vs. 4-3 and 53. Poss. Peter.
Off Guard	- Slide onside one full man. Possible Peter vs. 53.
Off Tackle	- Slide onside one full man.
Off End	- Run pattern called.
HB	- Scat, unless Max call. Check Win to corner.
FB	- Sprint to weak side, area block first man outside tackle.
Quarterback	- Open up flash fake. Throw on fifth step or break contain.



WAGGLE LEFT (WEAK) ALSO WAGGLE RIGHT

On Tackle - Reverse post foot vs. man on. Fan vs. Replace onside.

On Guard - Reverse post foot vs. man on.
Vs. Replace look. Gone vs. Bubble.

Center - Vs. man on or Replace onside - slide onside one full man.
Paul vs. 4-3 and 23. (Poss. Peter)

Off Guard - Slide onside one full man. Poss. Peter vs. 23.

Off Tackle - Slide onside one full man.

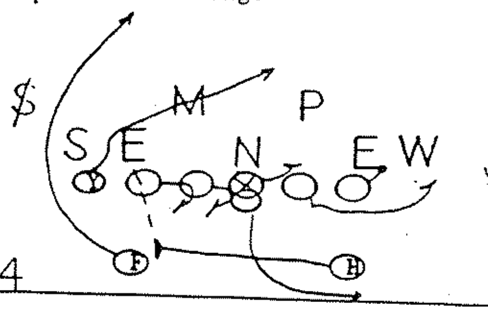
Off End - Run pattern called.

HB - Scat, unless Max call. Check Sam to safety.

FB - Sprint to strong side area block first man outside tackle.

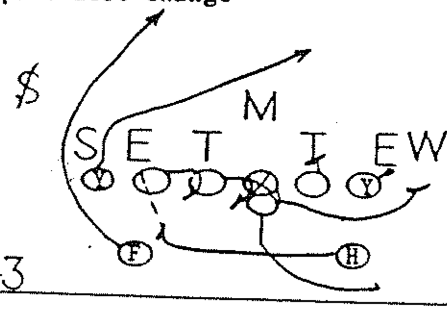
Quarterback - Open up, flash fake, throw on fifth step or break contain.

Split Left Change



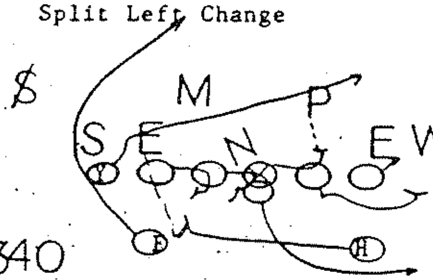
34

Split Left Change



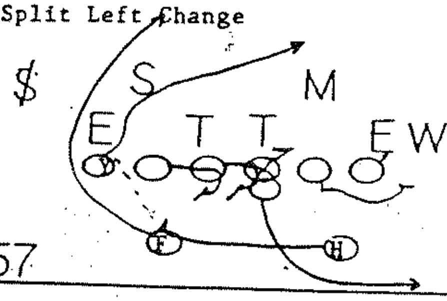
43

Split Left Change



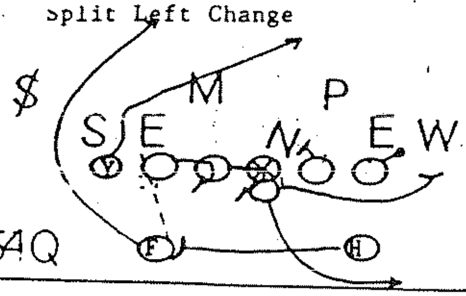
340

Split Left Change



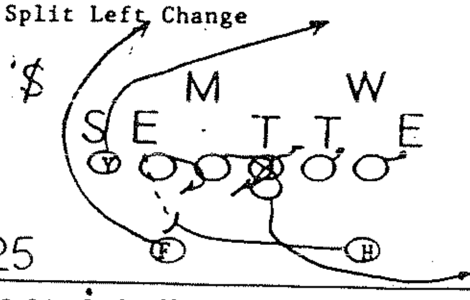
57

Split Left Change



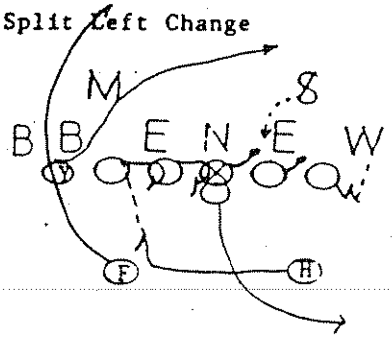
34Q

Split Left Change



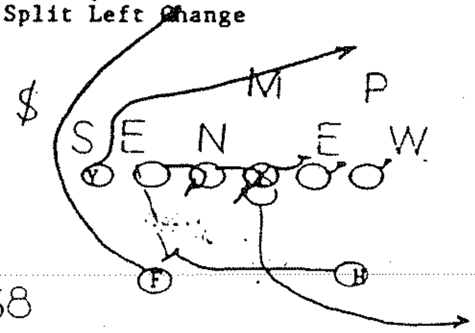
25

Split Left Change



46

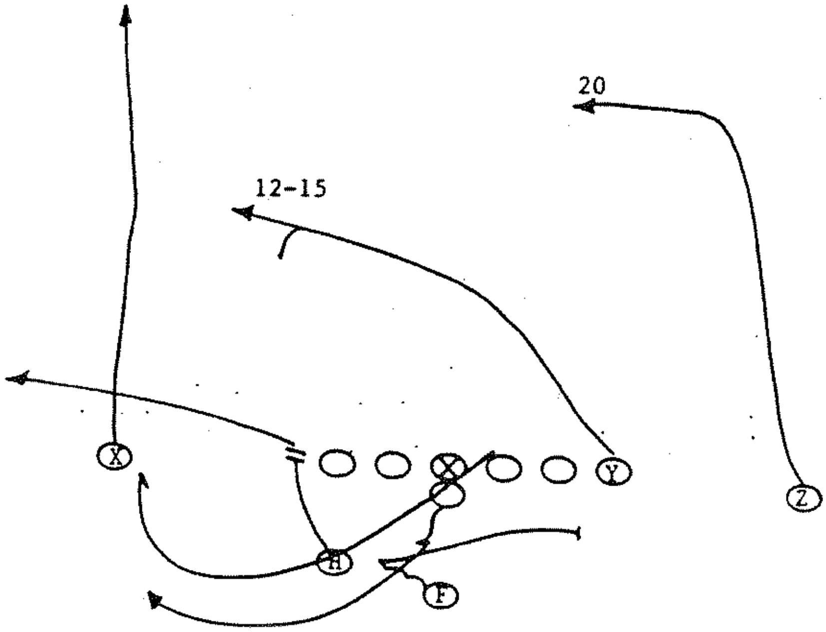
Split Left Change



38

FAKE 36 (37) COUNTER BUCK NAKED LEFT

Pro Right

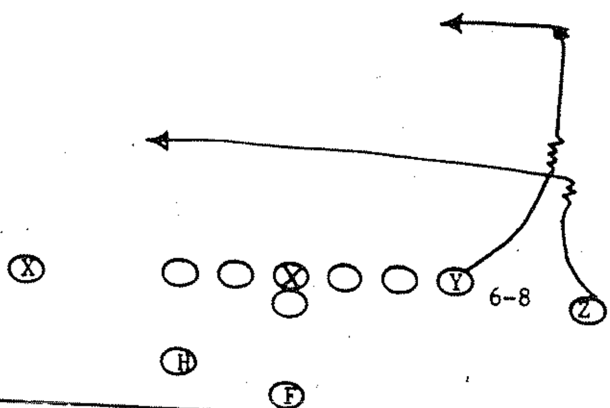


PROGRESSION

1) HB Slam Flat
2) Y Naked Over
3) QB Run - "GO-GO"
4) Alert X and Z

*AUDIBLE:
Cork Even Buck Odd

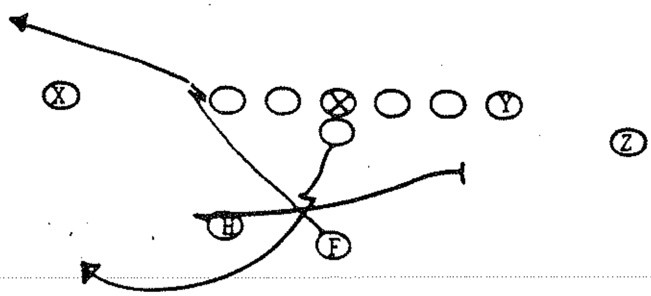
"FIST" VS. 2 GUYS



NOTES: BUCK NAKED RULES:

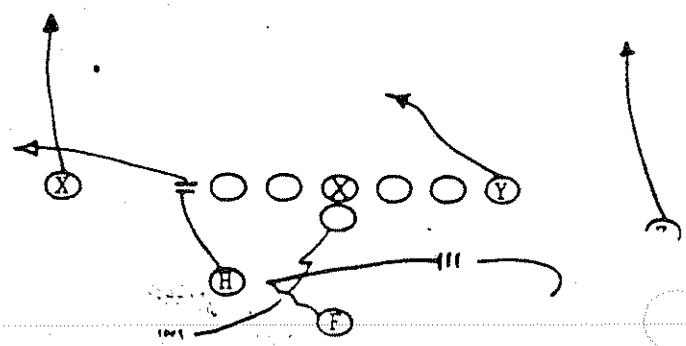
1st Receiver onside -- Streak
2nd Receiver onside -- Slam Drag
3rd Receiver backside -- Naked Over
4th Receiver backside -- Easy In/Post

FAKE 36 (37) CROSS BUCK NAKED LEFT

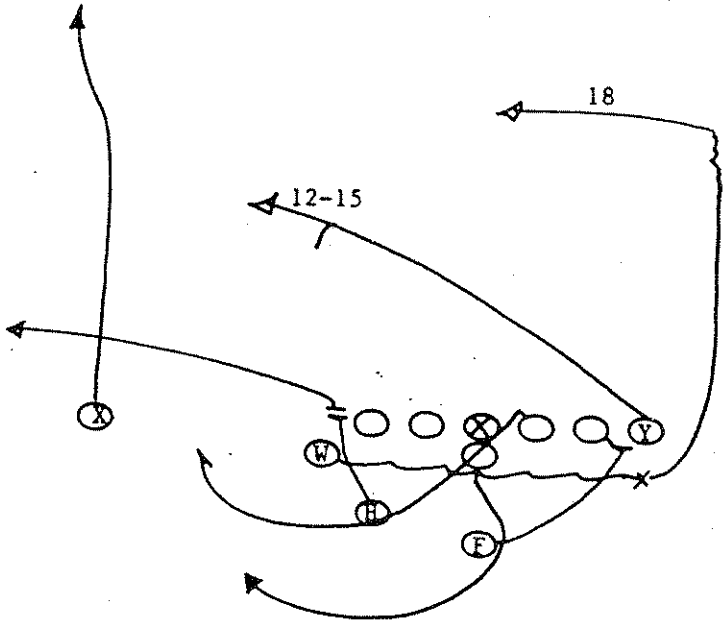


FAKE 36 (37) COUNTER BUCK NAKED LEFT THROWBACK

Pro Right



FAKE 18 (19) MIKE BUCK NAKED LEFT
("W") Pro Right Flip-Riggs Right

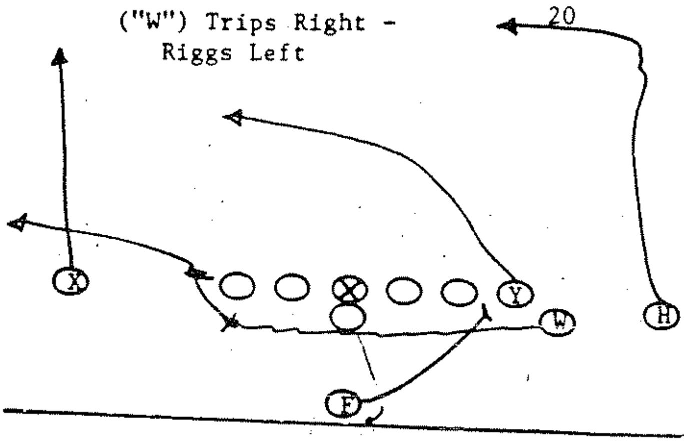


*AUDIBLE
Pirate Even Buck Odd

PROGRESSION

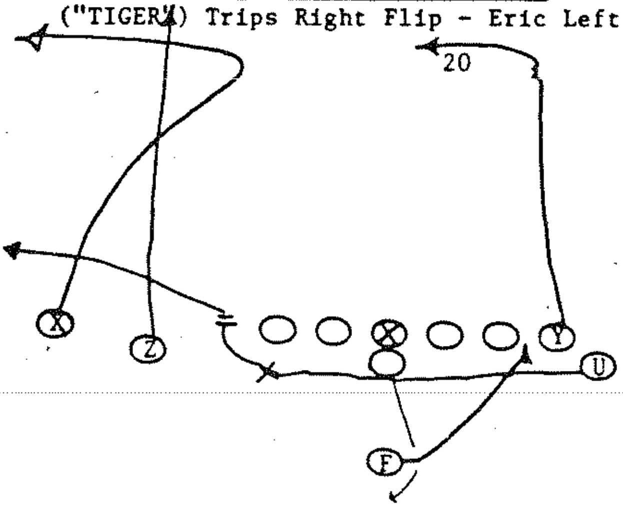
1) HB Slam Flat
2) Y Naked Over
3) QB Run - "GO-GO"
4) Alert X and W

FAKE 18 (19) MIKE BUCK NAKED LEFT
("W") Trips Right -
Riggs Left

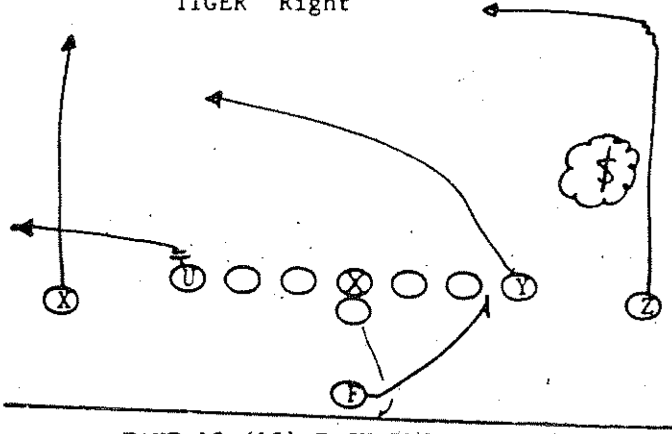


NOTES: NAKED rules prevail.
POSSIBLE Throwback set up.
POSSIBLE "FIST."

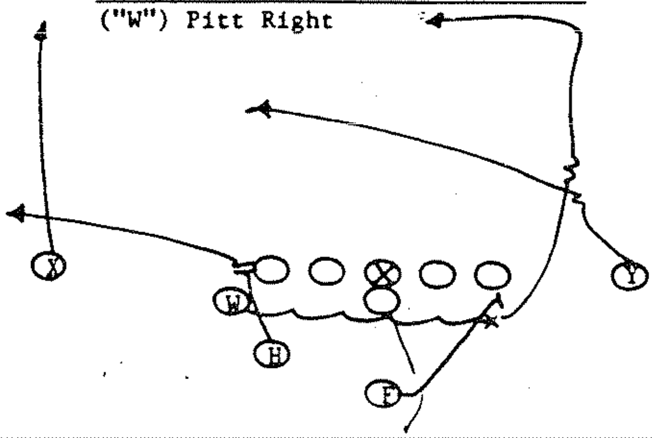
FAKE 18 (19) BOOK BUCK NAKED LEFT
("TIGER") Trips Right Flip - Eric Left



FAKE 18 (19) MIKE BUCK NAKED (CWM)
"TIGER" Right



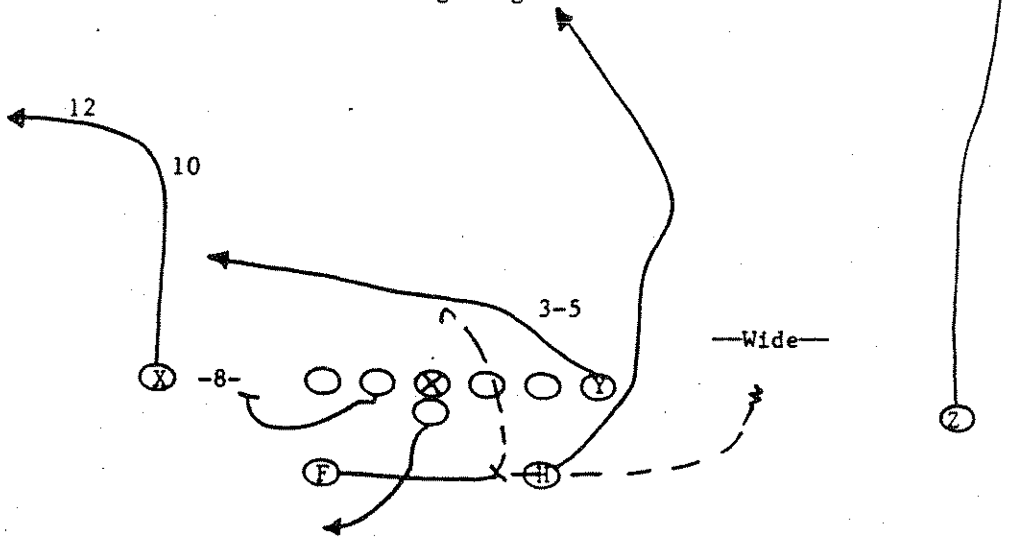
FAKE 18 (19) EASY BUCK NAKED LEFT
("W") Pitt Right



NOTES:

WAGGLE LEFT (RIGHT)

Change Right



*Audible

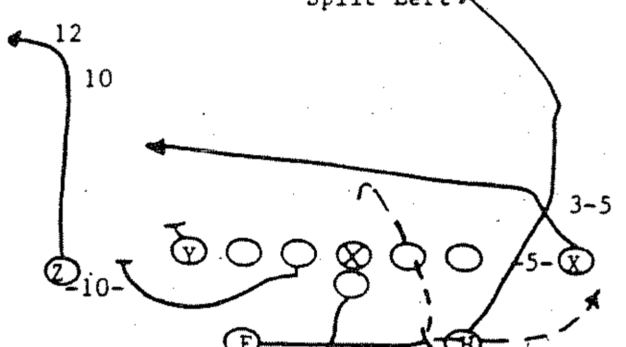
WACKO DALLAS (X TAG)

PROGRESSION

1) X Out
2) Y Shallow Cross
3) Alert HB Middle
   FB Thru or Slip
4) QB Run

WAGGLE LEFT (RIGHT) SOLID-Z COMEBACK

Split Left



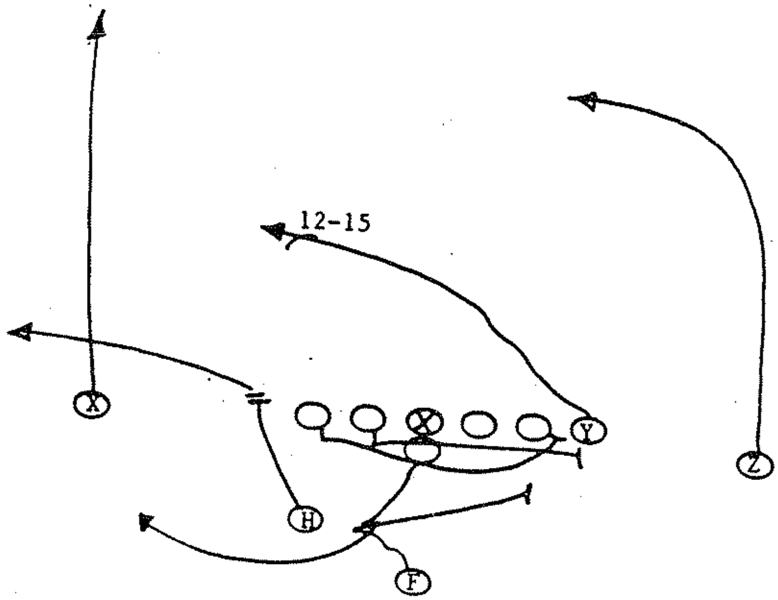
Y - NO BLAST

NOTES:

QB may have to pull up.

X: Adjustment vs. COV. 2 is "HAIRPIN."

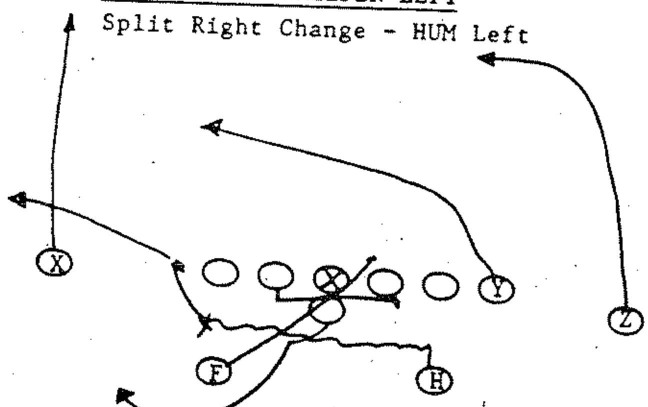
FAKE 36 (37) COUNTER KEEPER LEFT
Pro Right



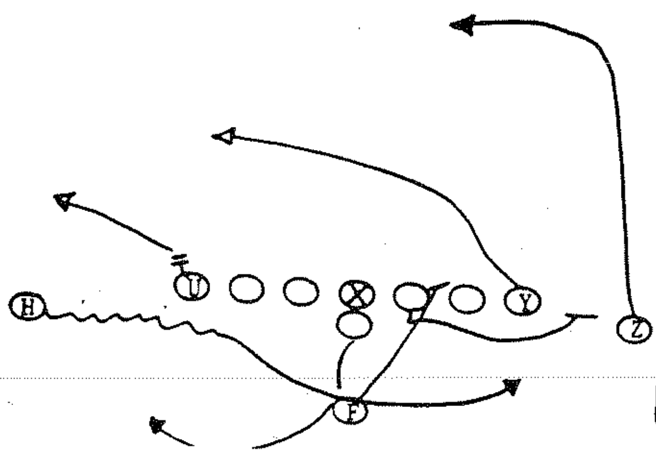
*AUDIBLE
Cork Even Ranger Odd

PROGRESSION
1) HB Slam Flat
2) Y Naked Over
3) QB Run - "GO-GO"
4) Alert X and Z

FAKE 14 TRAP KEEPER LEFT
Split Right Change - HUM Left



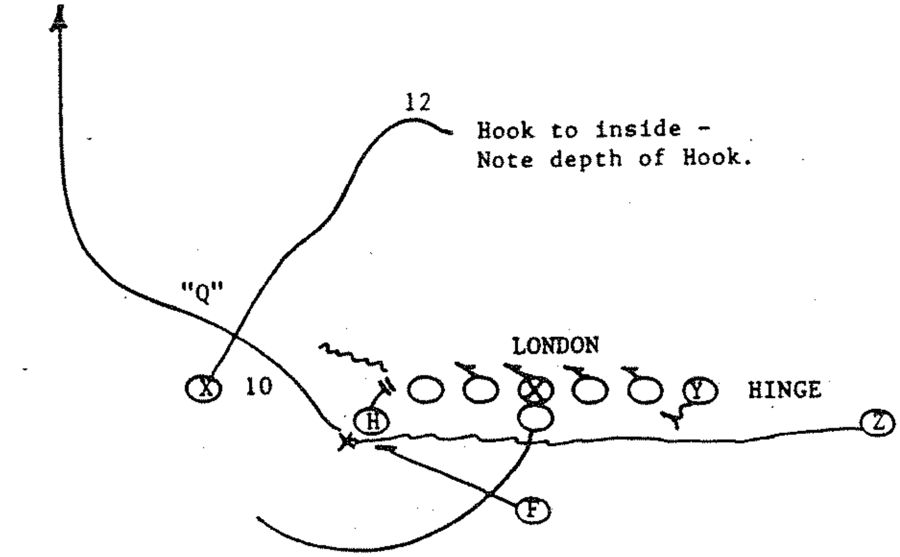
FAKE HB 28 GRACE KEEPER LEFT
("TIGER") For DW Right Tight



NOTES:

DRIFT LEFT (RIGHT) - Z SWING

DW Right - Z Left

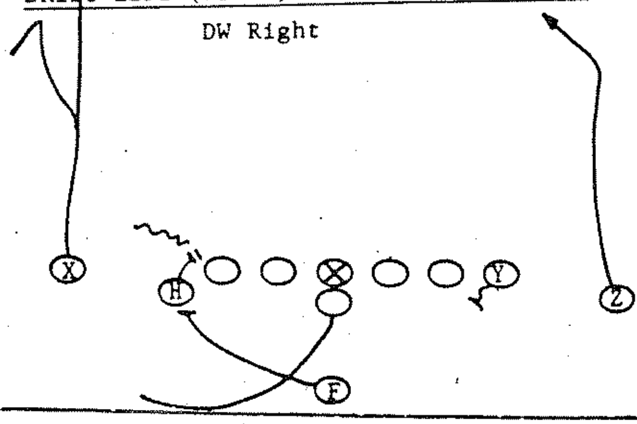


*AUDIBLE
Drifter London

PROGRESSION
1) Z Flat
2) X Hook
3) Z Swing
4) HB Sting Flat

DRIFT LEFT (RIGHT) X COMEBACK (X DEEP)

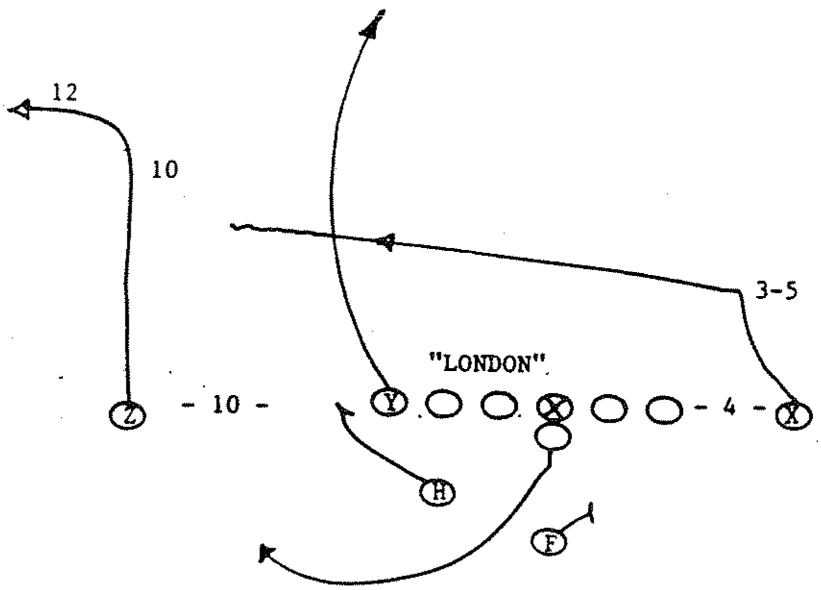
DW Right



NOTES: Y - NO BLAST
X - NO BLITZ ADJUSTMENT

SPRINT LEFT (RIGHT) Z OUT (TAG)

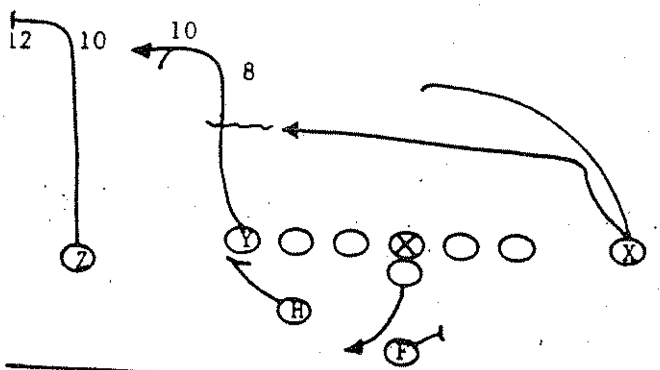
Strong Left



PROGRESSION
1) Z Okie
2) X Shallow Cross
3) QB Run - "GO-GO"

*AUDIBLE
Sprinter London Okie Zebra

SPRINT LEFT YELLOW
Strong LEFT

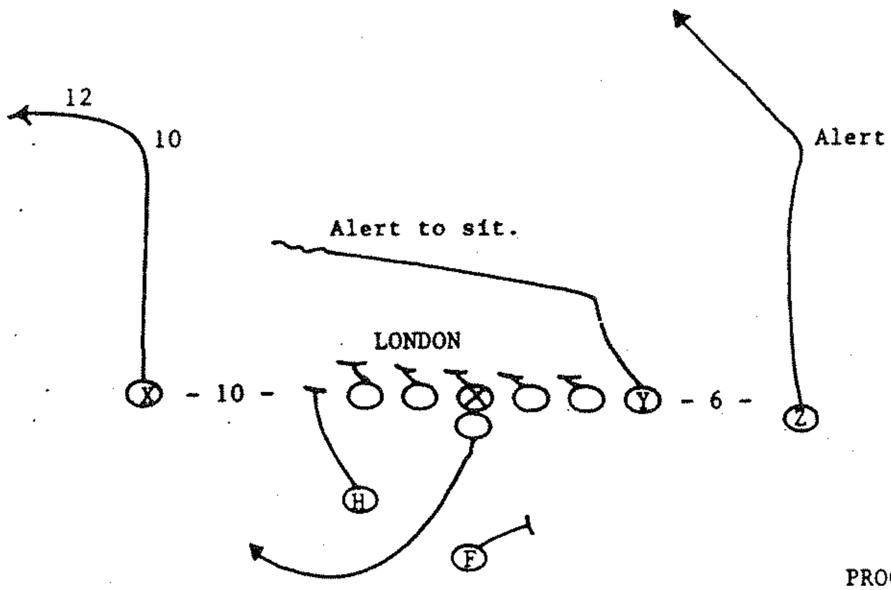


NOTES: -- STRONG SPRINT --

"RENO" for the line, if SPRINT RIGH[T]

SPRINT LEFT (RIGHT) X OUT (TAG)

Pro Right



*AUDIBLE

Sprinter London Okie Exit

PROGRESSION

1) X Okie
2) Y Shallow Cross
3) QB Run - "GO-GO"

NOTES: -- WEAK SPRINT --

Y - NO BREAKOFF.

X - NO BREAKOFF.

TABLE OF CONTENTS

NICKEL